VOLUME 2 JANUARY / FEBRUARY 2000 ISSUE 10



YOUR PC AND PLAYSTATION GAMING PARTNER FOR THE NEW MILLENNIUM



GAME OF THE MILLENNIUM?

BALDUR'S GATE 2 PREVIEWED NAG 1999 AWARDS WHEEL OF TIME GABRIEL KNIGHT 3 THEME PARK WORLD SWAT 3 DINO CRISIS (PSX) SPYRO 2 (PSX)

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Well Donel

Well what can one say without saying it all, welcome to 2000 and a big well done to everyone and anyone reading this,... you made it. No doomsday, no first pillous for is that pillars) and thankfully no aliens floating around in city sized space ships. Now of course for writing this last year, which I shouldn't tell anyone because if something Amageddon-like does happen there will be no magazine anyway and these words will pensh in the fiery hell to follow, however, being the optimistic type I'll go with what I have here. Right, now t've done my traditional bit on the New Year, blah, blah etc. and so

The next 1000 years

Do you realise that in a thousand years time the people of that age will look back on us as barbarians in much the same way as we look back at our great ancestors. They'll laugh when they discuss the fact that we still used DVD for entertainment. They'll cry when they consider relephone-line based internet access. They'll churkle about how slow our supersome travel and Pentium thins were and they'll quote that during the last millennium how cleser they were by going from supersonic from Parts to America to the speed of light from Earth to the next galaxy. This all has a point, eventually, and here it is... To try and conceptualise what games might look like in the next ten years is hard enough, so trying to guess what they'll look like in a thousand years time is a little beyond my limited imagination. What will a simple thing like processor speed look like will the chip manufacture ers in that age have to invent a new speed category altogether purely because the good old AHz doesn't cut the mustard anymore! The thing is, it's really beyond anything you or I could come up with, as an example by and think how you'd go about explaining a computer to someone born in the year 10.14. The good news is that many of us will be fortunate enough to experience some of these technological leaps and bounds in a single lifetime. The bad news is, think of what will arrive on the scene ten years after you're dead and buried. I believe technology - the hardware and the subsequent software that always seems to follow it around, will evolve into something they'll term in gaming magazines in the future as Mind Immersion. Drink about the advances in medical science and then computer hardware, we've all seen the movies. it's an inevitable merging of technologies. The only question that remains is this - will it still be a game? The only sure thing is that everything is getting faster, smaller and easier to make by the day and as the exponential technology free grows larger by the hour games will keep gerting better and better until they are no longer games aramore but something else, it's going to be an interesting journey from here on in and one can only hope they discover the fountain of eternal youth before nature makes that last big call.

Michael James, Editor

I'm very pleased to announce that we will be starting a brand new department next issue going by the rather clever name of 'Developers Blueprint'. The section will take a long (12 month) look at how to program your own game. It's not going to be vogue of hard to understand but instead it'll provide you with all the lools you need via the cover CD, all the theory behind the thinking and all the practical hands-on information necessary to starting and finishing an entire game. It's not going to show you how to program your own 1D engine but if you do spend a little export and time you might just have a smart fittle arcade shooter on your hands that could even get published on our cover CD. Think of the fame and recognition you'll receive and who knows it might just be the start of something serious. The very talented travis Rulford will be hosting the section. so you've getting it from one of the best, so to speak. There it is, now make sure you get the next issue and stop talking about making that great game and actually do it - it's called follow through.

The line and sinker

As you can see we won't be starting the New Year with a major overhaul of the magazine as we do that every third month or so Igroan, Big Ed), What we will be doing is what we've been doing from issue number one - providing the South-African market with the best and most up-to-date reviews, previews and gaming news we can get our hands on. It's all done locally so you pay a local price. The edition you're holding in your hands is a collector's edition and should anyone present a copy of this issue of New Age Gaming to the editor at that time on 1st anuary 1000 he/she/it will receive a free antique mouse mal.

NEW AGE GAMING

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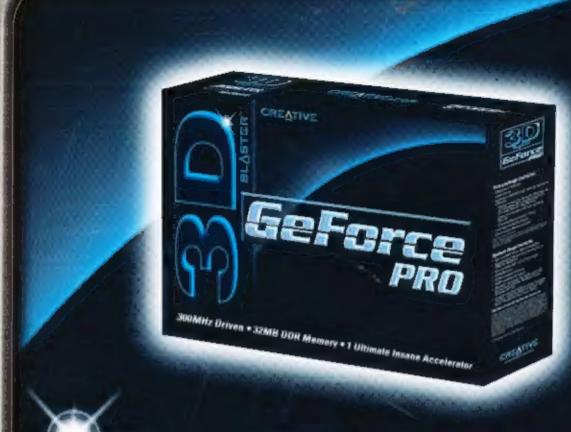
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Contents

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Editor's Note

As a New Year's resolution, we have decided to no longer insult the drivel that the Editor obviously makes up on the fly for this page.

The Web

The web size of the month is the long awaited NAG web size. Well, not really, it is an affiliated site, though, which is just as good.

Bits & Bytes

Once again we bring you all the latest and horesst news, fresh off of the industry tongues, 50 fresh, in fact, that CNN phones us for tip-offs.

Top 10 & Competition

Our first competition of the new year, decade, contury and millennium features some pretty cool prizes. Enter already: Rampage

Ramies ready takes the bull by the horns this month as he takes on all those that | 42 | 100 | Star Trek Fleet Command think there may be something more to juming that plan old fun-

Backchal

Our random letter generator broke down over the festive period (something to do with Storm spilling egg nog on his PC). We had to use real order...

Archives

In his quest to rollvo his wasted youth, AtmiBaby gets severely MAMEd. Just road SB [193] Spyro 2 the article you'll uniquistant

Generation K

Here goes the second installment of Generation K, crammed full of ways to keep 64 IPSN Pac-Man World kids entertained on the PC. Now, now, play nicely Dad. Share the toys!

Feature: Awards

Being the absolute parring gurus that we are, we have decided to bring you a round up of the best gaming products of 1999.

Bargain Buys

just for all those wage slaves one there, we take a look at an absolutely hugo collection of Windows games, available at an excellent price.

Multiplayer Mayhem Wish some of the latest titles to appear on the market, it seems that multiplayer games are the future. Stores investigates

The Demo Scene We have no idea what the Damo Scene is about this month at the time of writing this. We assume that Maverick is shaking his hang tives

Clueless

Win solermly dedicate this page to all shore poor souls who are not able to keep up with their new year's resolution not in chart.

Send Off

This is the last page in the magazine. Soul Assessin writes some stuff for it Shryka does a cartoon. Notice how we pactfully avoid mentioning game release predictions

68 Stocking Lillers

New Age Gaming

Well, the hardware keeps flowing in, and we keep reviewing it. It seems that the producers of these wonderful Items just haven't realised that Christmas is

This month we feature keyboards, speakers and more



keen the information liceving with web cam technology. Check out our views on these and other devices. in the hardware section

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Volume 2 Issue 10

24 (PC) Baldur's Gate 2

e Bala Playing Adventure.

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POSSIBLY THE MOST HIGHLY ANTIGIPATED GAME OF THE

YEAR, QUAKE 3 ARENA CERTAINLY PROVED WORTH THE WAIT. SEE THE REVIEW ON PG

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56 (Fix) Xena: Wander Princess

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Patches

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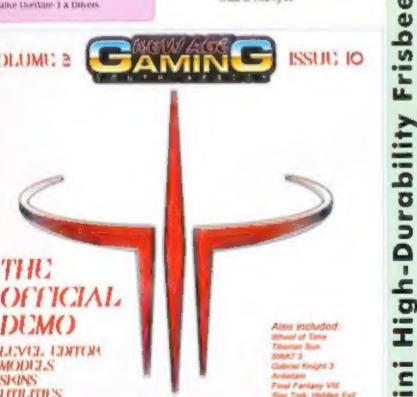
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Wheel of Time by 44.



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At last, it is here. Quake 3 Arena! Check out all the Quake 3 goodies we crammed onto this month's cover disk!



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- Immovative system includes 2 guns and a handhold controller unit
- **Bises ACT LASS you techn**



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is the spir distributor of Act-Labs in Sanch Ethia for teether intermeteen contact Cody MATE SHEP-COSSE OF ONE THE MINES - REMAINS HARDISA CHIEF

New Age Gaming - Volume 2 issue 10

T I seems that right at the time of writing this collection of web happenings, the only thing that is actually happening on the web is a cuphoria surrounding the slew of new games that are hitting the shelves. Which just goes to show that dospite all the possible discussions that could take place, all the controversial topics that deserve, pay, demand discussion, computer users still profer games to anything else when it comes to pewsworthiness. Ob well, we have to get our kicks somewhere.

Obviously, one of the hortest gaming related topics is Quake 3, the long awaited and much praised FPS from id software. It would be point-



loss to go into any great dotail about the vast number of sites springing up on a daily basis that declicate themselves to this masterpiece of mayhom. However, one particular sate did grab our attention, and deserves a mention. Entitled Camemarks, it can be found at www.greymaillion.com/mks/gamemarks and features some rather amusing looks at Quake, or, more specifically, the game's fans. Camemarks promises a new comic strip each day, and will certainly

tickle more than a few funny bones Created by Ermac and oss, these car toon strips feature an offbeat sense of burnour, and enable us to take a lighter look at ourselvos, and the strappe obsession we have with this most excellent

One very valuable aspect of the Internet is the ability it grants us to bean about upcoming producls long before they hit the shelves. These sagas of information gathering can get quite obsessive.

SALABAKE S Bolouble Gibbs

but do allow us a blow by blow gaze into the world of game development. One site that offers a look arto the process and timing behind the much anticipated Baldor's Gate 2 is the official Black Isla developer's site, situated at www.blackisle.com. Of note, however, is the fact that

Baldur's Cate is not the only project based on Advanced Dungeons & Diagons Forgotten Realms setting that Black Islo has on the go. As it turns out, two more titles, namely Icewind Dale, and Neverwinter Nights. Of course, the anticipated Plane-cape: Torment, is also a Black Isle project based on an AD&D setting, and can also be accessed from this site. See, it is important to keep up to speed with these things - you never know what you'll loarn. Speaking of AD&D, those that are in the know, and those that want to be, frequent www.isc.com, This site is dedicated to Advanced Dungeons & Dragons, and is created by the people that invented the game around two and a balf decades ago. This is the place to stop off at it you want to find out about what's going on in the realm. of the world's most popular role playing game. And, of course, aside from appouncements, product news and other interesting informa-

tion, you will be able to learn a bit

more about the Forgoiten Realms and Planescape! For those old cronies out there who still remember the heady. days of the old dack Atari TV game console ou'll be happy to more that, thanks o Hashro

Interactive, the days of Centipede and Missile Command are on their way back? Yes, that's right - Hashro has decided, in conjunction

with Atars, to recurred many of the old original classics from the Atari range, for one on modern equipment. All the information you could possibly want on this new range can be found at www.hashroomeractive.com/alavi. But wait!

There's more, Just for a bit of fun, four of the games that are being re-released, namely Centipede, Missile Command, Break Out and Progger have coline versions for your enjoyment. Check it out for all the fun and excitement, Finally, here's an interesting thing for local gamers to take a look at it's called 2nd Hand Cames, and it will prove to be quite a wonderful resource for collectors of garring software. Located at ww.2ndhandaunes.co.co.co this site was put together to



Well, you asked for it, and it's finally here. The call for a NAG website has been buge. So huge, in fact, that we finally decided to get a bunch of reprobate page designers together. chain them to chain of various descriptions, and make them produce a page for our loyal readers. In fact, the slave ship ambiance, with Soul Assassin pounding the drum, Storm cracking the whip. Shryke screaming encouragement and Red lide sipping martinis above decks was quite homey and

But seriously, this month's web site of the month is Prophecy. selrich can be found at www.prophecy.co.za. Although this is not a bone fide New Age Caming web site per se, it is an affiliated site - in other words, Prophecy and NAG are quite literally hand in glove in the whole endeavour. So what does this long awaited web site contain? Is it the holy grail of local gaming sites? We like to think so, Here you will find reviews, previews, feature articles and similar, taken from the sage and holy pages of New Age. Caming Magazino.

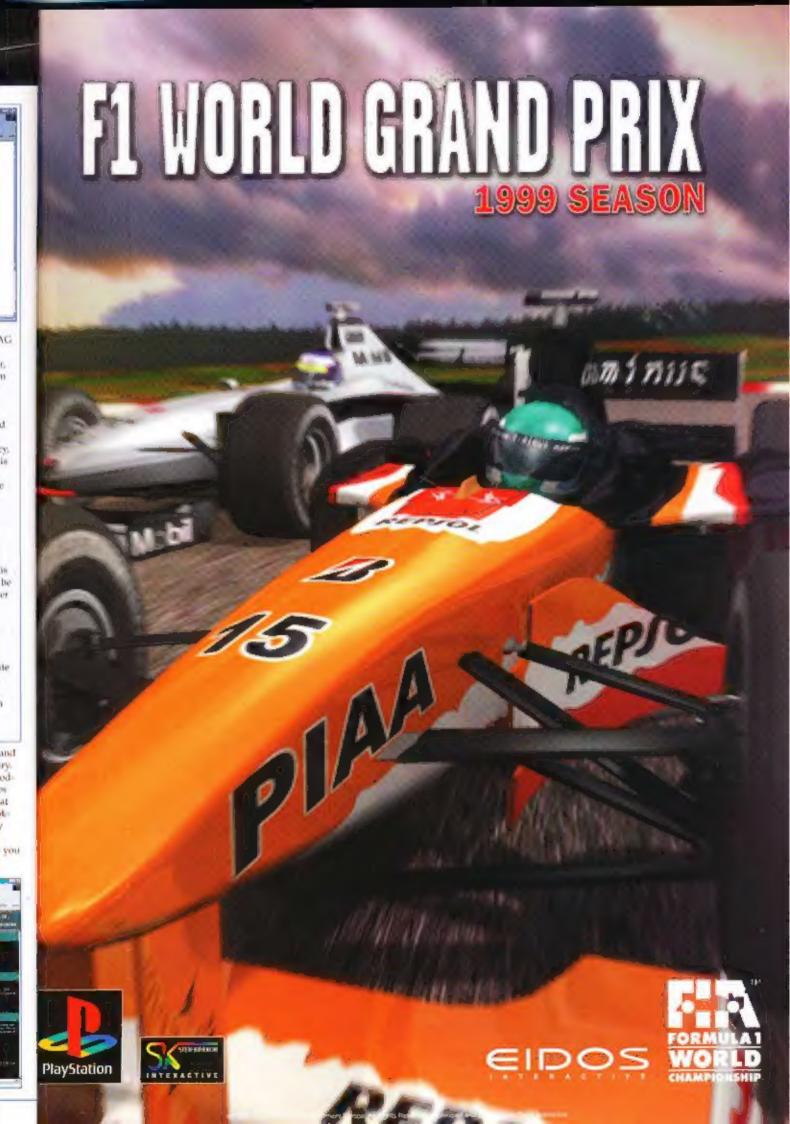
But wait, there's more for the discerning surfer to find at this most wondrous of web sites. From this very place you will be able to download demos, patches, movies and all those other wonderful things that we pack onto our cover CD. These archives will come directly from our CD archive, so if you missed it before, you'll be able to get it here!

Prophecy and New Age Gaming stand together in their dedication to South African gaming and the South African gamer. You can always be assured of good quality, up to date information from this site, written by those who know and face the industry.

So, what are you waiting for? Get your feet wet and surf on past Prophecy, for reliable, solid and fresh gaming

> allow gamers to buy, sell and swap software and hardware with people from around the country. Also available are announcements on now products, notice boards and the like. Also, a 'games wanted' section allows you to try and find that piece of software that you've always been looking for. This electronic classified will certainly prove very useful in the future! Oh, yes, and check out the King Moose section - hopefully you will never see your own face there!





TAKE In Pad Mode: In Stick Mode: O 4 Fire Buttons O 6 Fire Buttons O 8-way D-Pad O Hat Switch O Slider Throttle O 2 Triggers SP550 2-in-1 The Saitek SP550 Stick and Pad integration offers superb functionality that is ideal for the first-time gamer. This is the ideal combo for all types of games, use the pad on its own or combine the unit for a highly featured

Westwood's Next Big Game Chris Toylor's Dark Dungeon

Westwood's attempt to usurp Blizzard from the

Action Strategy pedestal they created comes by

the way of Nov. The main villain Hecubah a

beautiful sorceress, makes Diablo look like a

kindergarten teacher [ma kind of girl, Ed]. You

moned to the land in a cosmic accident. Being

Nox that may touch a magic Orb in the posses-

sion of the wicked-evil queen of the undead -

Hecubah. You must find this Orb and harness

oblivion and defeat Hecobah. It all sounds sim-

ple enough but if Westwood's track record is

anything to go by then this title is going to be

with a Quest Generation System, more than 100 unique spells and weapons, devious tac-

tics, multiple spell combinations, deadly

weapons and magical items for a new and

to the time.

deeper Action/RPG experience. The game is

due for release sometime in March and we'll be

bringing you a full preview and review closer

Appeal for Outcast 2

Infogrames and Appeal have recently signed a

deal on the sequel to Outcast, considered one

of the better games released in recent memory.

The first game, an action adventure, tollowed

Cutier Stade as he explored the parallel world

of Adelpha while on an important mission to

planned for release on all the major next gener

ation consoles including the PlayStation 2 and

game offered players a righly detailed world

put together by the imagination of the devel-

erally predicted that the developers will do

away with Voxela in favour of good old fash-

ioned polygons. This decision won't surprise

too many people considering just how far 3D

polygon based graphics engines have evolved

Outcast 2 is going to be hot property, it's just a

pity about the wait ... 2001, that's years away!

over the last year. Whatever they decide,

Andrews . in

opers and a stunning at slightly blocky. Voxel

based graphics engine. For the sequel, it is gen-

PC semetime towards the end of 2001. The first

save Earth. Outcast 2 is currently being

anything but that. The feature list is impressive

its power in order to construct the staff of

from Earth, you are the only living being on

are the 20th century saytour of Nov - sum-

BITS & BYTES

The creator of Total Annihilation, Chris Taylor along with Gas Powered Games and Microsoft



have let it stip that they've been working in secrecy on a new game project for more than a year. The game, Dungeon Siege, an action fantasy role playing game will plunge players into an enormous and continuous 3D fantasy world never before seen in the genre. For the first time, Dungeon Siege will combine the engrossing elements of a role-playing game with the intense action of real-time strategy. You'll begin the game with a single character and must ravel through the land gathering a party of allies, before embarking on a quest to stop all things exil. The game offers players the flexibility to decide on completing the quest alone or with a large multi-character party. The game will run using the developers propriety Sloge Engine' technology, which should result in a fully interactive world of immerse size and scale both on top of the ground and under it. The game should arrive sometime in 2000, until then happy dreaming.

DarkStone Editor

Delphine Software have accounced that they will not be releasing an add-on pack for their tole-playing game DarkStone but will cather release a level editor on the Internet early in



2000. The official line goes something like this. The quest editor will allow you to create your own quests. As a separate tool, you will be able to create a scenario using a graphical interface. create and place rooms and levels, objects, onemies, add text, add voices. The editor will contain a 3D object editor which will give you the possibility to create, import and texture your own 3D elements to use in your future quests Based on elementary automaton for state machine), you will be able to create simple or sophisticated quests easily. A debug mode will allow you to test your quest in the game. Quests will be playable in solo and multiplayer mode." The developers are hoping that the edifor will breath some new life into the game. They have also indicated that they will be setting up a new area on their web site to deal with the deluge of user maps and quests,

More from id Software

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For many, the idea of a Diablo inspired id Software title sounds like a dream come true. well you can start helding your breath as that little fantasy might just come true. Greene Deviste, project leader for the next id Software title had thus to say about Diable and inspiration. 'Diablo was one of those games that we got one copy at the office, and then tico, and then by the evening the game was out I think seven people had gone and purchased the game and we were playing two games locally and going on down level by level. The first time we came across "the butcher" we literally got butchered within seconds of opening that door. The next time we opened the door and ran around screaming with him coming after us, I think it took us around 3-4 hours to kill him off (of course, once we were levelled up and went back into the game, one whack and he fell down). My interest is to make a game where the 3-4 hours, the running around screaming, and the sheer excitement of not knowing what a down the result stairway carry on for longer than the experience of Diablo. A



DM can do a lot to make this happen and I think we can introduce those into the game and stop players from getting so powerful so quickly and affect their view and abilities in other ways than sheer damage and armour protection," last try and imagine an analgamation of Quake 3 Arena and Diablo II and you could quite possibly have the best idea for a game ever. It's definitely going to be a long. wait antil the next big thing arrives from id Software

Socrifice

Shiny's little secret is out with news on a new real-base strategy game for the saussex, which is slightly out of their normal area of expertise. Prepare to battle your way through a magical universe of spells and mana, tackling the very essence of multiplayer enjoyment. Strangely enough it has been likered to the Command & Conquer series but in a total 3D environment. With the loss of the imaginative Dave Perry from Shiny amond are thing is possible and from the looks of it they intend to make a big noise about Sacrifice to the near future. We will keep you updated over the coming months on



this one. In the meantime you can have a look at the second test for a little more informa-

Sudden Strike

Set in the World War II era, Stadden Strike is set to saint the New Year off with a big bung. The game promises to authentically reproduce the World War II experience using a roof-time strategy game engine. Players will be able to reexact a number of historical and firtitious buttles including the landing in Normandy and



the capturing of different European cities-Some of the more impressive features include up to a thousand units for each scenario. eumerous destructible objects such as bridges. houses, fortifications and trees and the faithful reproduction of all original units, Russian, German, French, American and British. Whatever the details Sudden Strike certainly looks interesting and should be out early 2000.

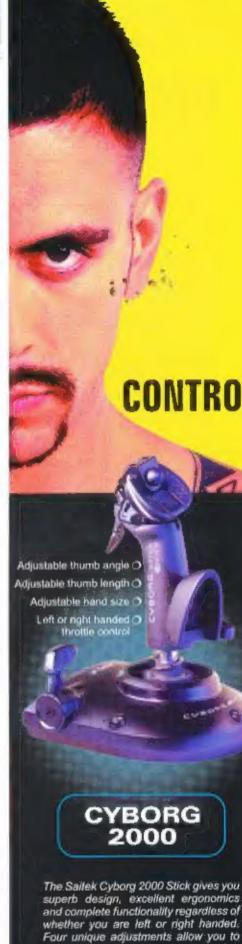
The Glyphs

It looks like Quake 5 Arens has started something with multiplayer only games, developers Coil are building a multiplases only game using Raven's Heretic II engine to modified Quake II engine). The game will be called The Chiphs. Coil plan to release the game before the end of the year and will then pies the game onto the Howtic II community to contin ue development of maps and player models.



four will certifue supporting the code as they receive feedback from the community. The rest of the team will then start working on a new game using the Quake 3 Arena engine. The Glyphs will be released as a free add-on and in more surprising news it will have a story line. We'll have to wait and see what Coil are able to squeeze out of the dated Quake 2 engine - it might be old technology but we always say check for a pulse before burying anything.

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New Department

In the next issue of New Age Caming we'll be starting a section called Thevelopers Blueprint. It is all about how to go about programming a computer game, it will run for about 12 months and after that we'll be giving away a publishing the game on our cover CD.



BITS & BYTES

NEW AGE GAMING PRICE COMPARISON

Game Title	Incredible Cognection	CNA Interactive	Toys R Lis	Keggies	
Dino Crisis (PSA)	K 409.00	N 459.00	R 489.00	R 490.00	
Spyrio 2 (050)	K 369.00	R 349.00	R 489 00	R 300.00	
Crash Team Railing (PSX)	R 369 00	R 149.00	R 179.00	R 250-00	
WCW Maybern (PSX)	None	R 339.00	R \$89.00	(0.470.00)	
Theme Park World (PC)	R 299.00	K 399.00	NA	NA	
Quake J Arena (PC)	R 129.99	R 299.00	NA	NA:	
Gabnel Knight 3 (PC)	R 299.99	R 209,99	NA	NA	
55: Star Fleet Command (PC)	None	N 209,00	NA	NA	

RELEASE LISTS

NEW AGE SAMING TAKES NO RESPONSIBILITY FOR THE ACCURACY OF THIS INFORMATION, ANY OF THE RELEASE DATES MAY SE CHANGED IF THE DEVELOPER DEEMS IT NECKSBARY, THE ONLY OFFICIAL SHIPPING DATE THAT MOST DEVELOPERS SIVE THESE DAYS IS, WHEN IT'S CONE!

PSX RELEASE LIST

113 - Big Mountain 2000 - SCEA 03 - Messiah - INTERPLAY

07 - MoCross VF-X 2 - BANDAL

17 - K-1 Grand Prix - JALECO

18 - Road Rash Inilbreak - EA

113 - Roadsters - TITUS

17 - Fear Effect - EIDOS

IN-THREAT A SCEN

03 - NBA In the Zone 2000 - KONAMI

03 - Panzer General Assault - MINDSCAPE

NBA Shoot Out 2000 - SCEA

18-Army Men Sarge's Heroes - 300

18 - Caesars Palace 2000 - INTERPLAY

18 - Crusaders of Might & Magic - 300

25 - Armorines Project - ACCLAIM

31 - Railroad Tycoon II - TAKE 2

01 - Carmegeddon - INTERPLAY

01 - Colin McRae Rally - SCEA 01 - International Rally - KONAMI

OR - Toma Buddies - ACTIVISION

14 - South Park Rally - ACCLAIM

15 - All Star Tennis 99 - UBI SOFT

15 - LEGO Racers - LEGO MEDIA

15 - Fighting Force 2 - EIDOS

15 - Fighter Destiny II - SCEA

IS - Rayman 2 - UBI SOFT

15 - Tron Bonne - CAPCOM

15-WWF Smackdown - THQ

2 - March Madness 2007 - EA

2) - Renegade Racer - INTERPLAY

25 - Tiger Woods: PGA Tour 2000 - EA

28 - Formula One Racing 99 - EIDOS

25 - Spec Ops Sleath Patrol - TAKE TWO

In this Line Etch

23 - Gran Turismo 2 - SCEA

bi - Portanto Onio W - ACTIVE CON

01 - Jeff Gordon XS Racing - ASC GAMES

Di - NEL Blades of Steel 2000 - KONAMI

14 - MTV Music Generalor - ACTIVESION

15 - Die Hard Trilogy 2 - FOX INTERACTIVE

15 - Jackie Chan Stunt Master - MIDWAY

15 - LEGO Rock Raiders - LEGO MEDIA

E5 - Test Drive Le Mans - INFOGRAMES

15 - Test Drive Rally - INFOGRAMES

25 - J. McGrath Supercross 2000 - ACCLAIM

FEBRUARY

PC RELEASE LIST

JANUARY+

- 03 Adrenaline Vault EA
- 03 B17 Flying Fortress HASBRO
- 63 Cros 2 FOX INTERACTIVE
- 03 Fading Suns: Noble Armada RIPCORD 03 Flash Point UBI SOFT
- 03 Cinnts INTERPLAY
- 03 Halo BUNGIE SOFTWARE
- 03-1. McGrath Supercross 2000 ACCLAIM
- 03 Magic the Gathering Gold HASBRO 03 Monopolization VIACOM
- 03 Risk II HASBRO 63 - Road to Moscow - UBI SOFT
- 63 Silent Hunter II MINDSCAPE
- 65 lightrates Edic
- 13 Wall Street Tycoon UBI SOFT
- 10 O.A.W.: Elite Edition TALONSOFT
- 13 F13 from Stephen King INTERPLAY 14 Mission Impossible INFOGRAMES
- 17 Amen: The Awakening GT.
- 17 Dukes of Hazzard SOUTHPEAK
- 17 Hidden & Dangerous: MP TALONSOFT 17 - Hired Guns - PSYGNOSIS
- 17 Imperium Galactica 2 GT INTERACTIVE
- 17 Official Formula Racing 99 EIDOS
- 17 Rising Sun TALONSOFT
- 17 Team Fortress II HAVAS
- 18 Seize der Zeite INJOX RAMES
- 18-CACZ Tiberian from Farakirms FA
- 18 Final Fantasy VIII EA
- 21 1602 A.D. -GTUNTERACTIVE
- 25 F-18 Super Homer INTERPLAY
- 31 Diable II BLIZZARD

FEBRUARY:

- DI Felony Pursuit THQ
- III KISS Psycho Circus G.O.D. 01 - The Sims - MAXIS
- III Star Wars Force Commander LUCAS
- 15 Die Hard Triloov 2 FOX
- 15 Heavy Mossi PAKK 2 12 D.D.
- 15 NOX EA
- 15 ST: Klingon Academy INTERPLAY 15 Superbike 2000 EA
- 18 Comanche 4 EA
- 18 Deus Ex EIDOS
- 18 IHRA Drag Racing BETHESDA
- 20 Soldier of Fortune ACTIVISION

In Passing...

70 Million PlayStations

Soor Computer Entertainment (SC) I recentle announced that it has sold 70 gullion PlayStation units worldwide since its launch on 3rd December 1994. The big figures look like this, Japan 16.77 million, North America 25.94 million and Europe 27.33 million, 50.1 espects to ship an additional 17 by the end of this fiscal year.

Final Fantasy DC

The next instalment of this popular role playong game has been pushed back until June or July in Japan, enearing the game might only hit Western territories some time in 2001. Rumour has it that Square, the game's developers, are trying to avoid competition with their other project Dragon's Quest VII, another popular role-playing series.

1 Million Joysticks

Microsoft armounced that if has shipped its one millionth Sidewinder Force Feedback Pro-Joystick (launched in 1997), making it the best selling force feedback controller for the PC. "I think it's a key milestone in force feedback history," said Microsoft SideWinder lead product manager Chris Bull. 'What started as a trend two years ago has grown into an industry stardard, and we are very proud of our role in that accomplishment."

Star Wars RPG License

Wizards of the Coast has signed an exclusive Exercises accessored uside Lucas Licensing to publish tabletop and role-playing games based us the pupular Star Wars universe and the three Star Wars prequels. Wizards will also be creating a unique line of accessories as part of the agreement, but don't get too excited just yet, the first products are only expected to ship sometime in the middle of next year.

Qualie III Arena Sales

Based on Activision's internal sales data, id-Software's Q3A is off to a strong start, selling NLOW union in his East three days on since timbres. Cital in this third installment to two of the most successful gaming franchises to date and is noted for its revolutionary 3D engine. This deathmatch-oriented sequel features both single and multiplayer action. The title went on sale in the U.S. and Canada on the 2nd of December 1999

Owing Camera Association)

The Online Gamers Association is the new independent body representing the interests of those who play multiplayer computer games actions the forester The CALL will support competitors at all levels from casual amateur players right through to those who play professionally. Their objectives are. To serve as the voice of ordine gamers, to further the quality and appeal of online gaming and to provide enhanced gaming services through their partners. At this rate it looks like online gaming reight just feature in the next Olympics. Check out lates commutations come for more in depth into.

Earth 2150

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Earth 2150 is the opcoming real time strategy gamo from European-based TopWate



Interactive and it's looking to break the mould by edding so much detail you'll feel like you're on the battlefield 15d years in the fature. There will be three playable taces, Eurosian Dynasty. United Civilized States and Lunar Corporation. The game sports a total 3D engine complete with real terrain deformation, players will even be able to dig trenches that enemy twoops and vehicles can't cross. The environments will also change appearance throughout the game. Since the Earth is constantly getting closer to the sun. over the course of the game the landscapes will become more barren and hostile. The ground will become parched and cracked, and lava will spew from the Earth's core as the temperatures on the warface rise. There's a realistic day/night cycle, fog will roll in or out over the landscape depending on the time of day, and windstorms will kick up at random. All of these effects will actually affect how you play the game. There will be sea, air, and underground units, and you'll be in charge of constructing them all, or if you like you can leave that up to the computer. Earth 2130 will ship with a full editor, so you can build your own virtual battlefields to battle it out or.

Kingdoms Expansion Pack

Cavedog Entertainment have announced the impending release of The Iron Plague, the official expansion pack for their fantasy real-time strategy title Iotal Annimilation: Kingdoms.



The Iron Plague will introduce a fifth race, the Creon, arriving on the scene fully competent on the land and sea and in the air. The Creon, contrasting with the mugic using claus of Darien, prefer the more clinical qualities of science and technology and teel the time has come to challenge the balance of power. The introduction of a new race in any real-time strategy title will have far reaching implications as to how the game is played. The Iron Plague is due for release in March 2000 and besides the new look civilisation, the game expansion pack will include 25 new single player maps and 25 new multiplayer maps and a whole new storyline with plents of twists and torro. One other thang, if you already own the game it's worth a visit to new and good for updates, patches and a couple of new things to download.

John Romero Lases Daikatana

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Dallas, Texas was the site of a trujor upset recently as legendary game designer John Remore lost to a 20-year-old gamer in the final wound of a Deathmatch fournament. After hosping a month of preliminary competitions and eliminations on Mplayer.com (using the Diskationa demot. Endos and Ion Storm brought the four finest Diskatana players Gases (Philip Mateus), Golden (Eric Hoog), gendage (Brad McKelvie) and Mossish (Phil Kennedy) - to Dallas to engage in a doubleelimination competition. The winner would receive an over-clocked and loaded out 800 MHz PC and a host of other prizes. The winner would also get a chance to engage John Romero in a head-to-head final match and try to win a specially mounded Daniatana sword. After three gruelling rounds, Messiah, a colloge student at the University of Central Florida, remained the last man standing. And then went on to do the unthinkable... he best Romero at his own game - who had far more familiarity with the game may - five to four in



the ultimate challenge. When asked what happassed, Romero could only reply. The kid is good." I got lacky," Mossiah explained as he collected his prize. According to lon Storm, Dadatina will finally appear on store shelves late January, ripe for the reviewing.

Sid Meier's Secret Game

Firaxis has made a surprise announced that game designer Sid Meser is currently developing a strangy game about discours set in prebistoric times. This will be the latest in the new Sweep of Time' series, which includes the very successful Alpha Centeuri and Civilization titles. The game will be published by Electronic Arts, and should be officially named early next year. As usual no specifics have been offered set, but you can go along and visit the related site at late. / was a finance to read Sid



Moser's thoughts on why he wanted to design a came about cinesaurs, and what the game might be like. We can hardly wait for this one more news will follow.



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New Age Gaming - Volume 2 issue 10

just charts

With the Christman season officially over we can book book and see what the little were that filled Christman shockings over the silly season. As expected, the charis are filled with no less than 15 newcomers as the local distribution network kicks in line with the overseas relicious. No surprise at the top of the PC charis with Age of Empires 2 firmly entimelest at the top spot due to the large support for the title in SA. Somewhat surprising to others (not to me) is the number 2 slot that Pharaoh occupies, it seems as though building cities is a favouriste poor time of the gazages out there. It is rice to see Eiclos back in the

large support for the Sile in SA. Somewhat surprising to others (not to me) is the number 2 slot that Pharaoh occupies, it seems as though building cities is favouriste past time of the gazeres out there, it is nice to see Eidos back in the fray, who would have put menoy on Lana not to make the charts, and Position Nature Last Month Total Month Age of Impires 2 Socreton Case (SID) 1 1

2. Philippin Socret(Dayles - Cook(SDD) 100

l'asitier	n Natrie I	ast Month.	Total Month
1.	Age of Empires 2 - Microsoft - Chris (SERD)	- 1	-
2.	Plantoh - Siero/Warm - Cror/SDD	New	Mary
3	Tiberian Sun - Vonenness - EA Africa	2	3
6.	Flight Sim 2008 Standard - Manual Cress/SCO	lian	Hew
5	Tomb Balder 4 - Falor Int - Comp SOD	Rew	New
n.	FIFA 2008 - DA Spulle - EA Alexa	New	Migray
7.	SWIE 2 - Newson Livery - Crew (SOD)	Menny	Rem
S.	Bainhew Shi: Rogue Spant - Hodstorm - MARY (SER	n Hen	Heat
0.	Cricket 97 Classic - FA Chance - EA Africa	Re-entry	No-ontry
10.	Coverage - Eiglos interaction - Crow/5E/O	Manu	Meur

Selfin	n Nome	Last Month	Total Month
L	Tokkon 3 Platfound - Star Kinekas Int.	New	New
2	OFA 2008 - L'Alegoria Ele Africa	New	New
3.	Formula 1'09 - Ster Kirnelan Int.	Denu	Heye
à.	TRCA Touring Car 2 Platforum - Saw Sales Lov State	New	Men
5.	Torzon - Bitmey - Star Kanelius Inc.	Hew	Mapale
6.	Tamorrew Never Dies - EA Arrive	Hew	New
7	final factory 6 - Equaresult - Seer Kineker Int.	How	Hour
×	Groc 2 - EA Africa	New	Heat
9.	WWF Attitude - Acciann - MMW / SDD	7	2
10:	Heed for Spend Band Shallenge HA Areste	Re-netry	Re-entry

Revanant makes a surprise visit, The PC charts offer a balanced mix of local distributors showing the local support for differing products.

Budget is the calling on the PSX charts with 2 Platinum titles on the list. Tekken 3 Platinum load the list of excellent carefi-



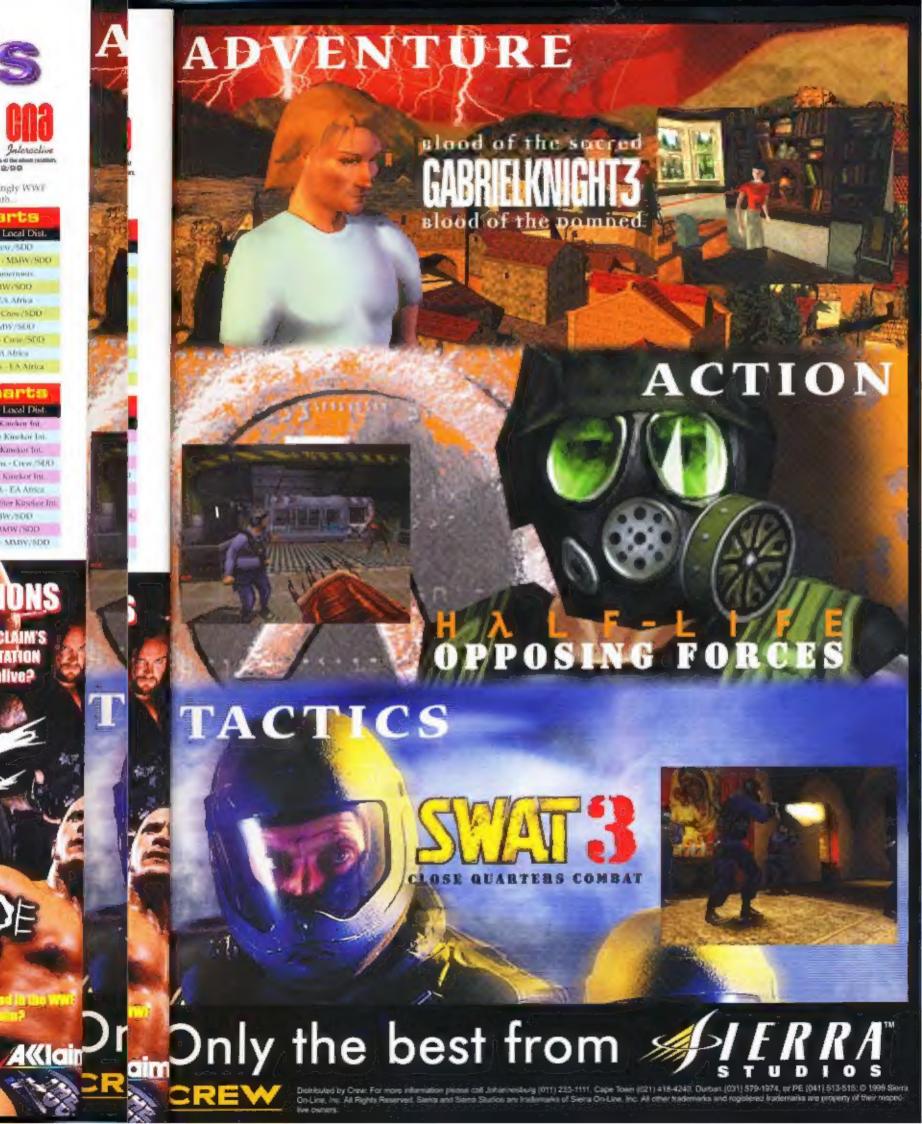
DATE PO 19/99

dates with strong competition from FIFA 200 and FT'99. Surprisingly WWT Attitude maintains and NFS 4 revisits the wall. See you next month.

Position	Name	Developer - Local Dist.	
1.	Ago of Enquiros 2	Microsoft - Crev/SDD	
2.	Qualte 3 Arena	M. Arm Wion (MAW) SDO	
1	Jagged Alliance 2	Taloréon : Gameroun.	
4	Baldur's Rate	Bankary MMW (500)	
5.	Alpha Centauri/Alien Crassifire	Francisco (SA - EA Africa -	
6.	Homeworld	Rule / Mesow - Cree / SDD	
7.	Barcal Tourcoment	Egsit / GT = MMW/SERD	
g.	Hair-Life/Supering Force	Value Survivi Corp. SOEs	
9.	Ain 2008	L'A Sports - E.A. Adrica	
10.	System Speck 2	Looking Gas - 4 S Africa	

International PSX Charts			
Figuition	Name	Developer - Local Dist	
1	Final Factory VIII	Square i Ner Kandon (n)	
2	Bouldant Lvi) 3 (Hemesia)	Capcons - Net Kincher Int.	
3	Bidge Racer Type 4	Samura - stor kanejor fot.	
4	Oriver	GL/Reflections - Crew/SUID	
5	Metal Sear Solid	Konsann - Mer Eusekor Inc.	
6:	Temorrow Hever Bles	Black Oper EA - EA Africa.	
7.	Syphon Filter	Ged Sparling - Sher Kasakor Int	
8.	Shadow Man	Acción - MMV/500	
9.	Tony Bavek's Pro Stater	Artiretsuss - MMW (500D)	
10.	He Fear Downkill Meantain Siking	Codemation : MMSV/5DD	





the Devil Made Me Do It

W ell, it seems that we have entered the new Millennium without so much as a whisper of the Apocalypse that was supposed to occur, according to some of the more radically religious elements in our society. I had a party, of course, while they were hiding under their beds praying fervently, it would seem that there is something of an upswing in religious mania these days, and Lwas actually expecting some half naked, bell ringing lunatics wandering around the streets wearing sandwich board signs emblazoned with slogans like "The End is Nigh" and "Repent, Foul Staners." They would have been good for a laugh, at least.

Which sort of takes me, via the scenic route, to my point. However, before I get there, I would like to point something small out to the average reader. who will, as a matter of course. take whatever is said here in the worst possible way and start sending me E-mail accusing me of being in cahoots with the antichrist. What I would like to say to these individuals is read

carefully. Understand. Comprehend, Think: Okay, so, here we go ... and this is something that really bites my ass. There seems to be some kind of. strange idea that games, be they role playing games, computer games, or whatever, are some kind of Satartically inspired plot to ensoare the hearts and minds of everyone who experiences: them and turn them into willing servants of Satan, Beelzebub, Baal, the Whore of Babylon and that strange old geezer down the road who eats cabbage and farts a lot. According to these people and their annoying little flyers that get jammed into your face at every street corner. gamers are some kind of weak minded sheep who are easily lead to 'darkness' through their association with tesse activities. And it doesn't stop there. In fact, it gets pretty damn stupid: side from the obvious victims, like wavy music and horror novels (which have had their fair share of accusations levelled at them) there are a few other targets for these zealots to aim at. When last did you see a He-Man cartoon (remember him...."By the power of some or other Skull" and all that?). Been a long time, right? That's because they don't make them anymore. Why not? Quite simply because pressure from certain quarters, which insisted that this was a "Satanic cartoon" resulted in the series being pulled. Oh, yes, and I bet you didn't know that the Smurfs were Satanic, too? Of course

With the New Year just beginning, throws caution to the wind and takes on a very touchy subject.

Any comments or replies (or general slating) can

trying hard to get it.

But why aim at these targets?

Because they are easy targets.

See, the majority of the popula-

tion doesn't understand much

about any of these elements that are deemed as

Satanic. And it is human nature to condemn that

which we do not understand, which makes it so much easier to pick on 'alternative' past times:

Should these people actually remove their heads

from their rectums and investigate the subject

completely (not just referring to their thumb

suck brochures) they may actually realise that

they are dead wrong. They would see that they are being spoon fed that which they should find

out for themselves. They will see that all the 'evidence' is circumstantial, spurious and contrived. Games are nothing more than just that: games. They are a past me, a form of entertainment, and weby we I mean gamers - use them for enjoyment, excitement and relaxation. We do not worship them. We do not revere them. We, quite simply, enjoy them, because we have been given the ability to magine, experience and enjoy a great deal of things. I issue a challenge to everyone who believes this rubbish

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Go out, and find out for yourself. Go and investigate, and formulate your opinion. You. don't have to tell anyone about what you discoverjust do it for yourself and whatever conclusion you reach, fine. As long as it's your own, not one fed to you on a spoon. Get à brain. Stop being a sheep led around by the nose, and learn to think for yourself. It gets quite silly at times, really. Take this very magazine that you hold in your aweaty little hands, for example. We receive andless letters workdering about the nature of the magazine, due to the name New Age

must, obviously, be religiously connected. right? Of course. The fact that it deals exclusively with computer games, and that this article is probably the first and only religiously oriented piece of writing that will ever bepublished in it is completely besides the point. It is a given that, because the name of the magazine contains the words 'New Age that it has to have a religious connotation. That's called taking

Gaming, New Age, It

things at face value, or judging a book by it's cover,' if you need a clicke to dig through the fluff on the inside of your skull. The same standard gets applied to everything listed above. But remember, the cliché above is incomplete. It should read 'don't judge a book,

Now, before you jump on your high horse and start spamming me with E-mail calling me all sorts of horrible things, realise this: this article is in no way a criticism of religion, in any way. means or form. Religion, no matter which (with a few obvious exceptions) is an incredibly positive force. It is one of the bindings of modern society, and its importance can never be understated, or underestimated. All that I ask is thisthink. You were granted a very powerful tool for deduction and reason by your deity of choice. It is situated between your ears, and can prove invaluable. Isn't it something of an insult to the creator if you don't make use of it?

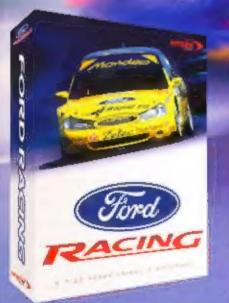
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PC CD-ROM

Form Major Company, First conformack using course is across from First Allers Company, I distribute the Engine Company of Engineering Company and List As rights seement 50.





they are, because old Grandpa Smurf is a wiz-

ard! This kind of stuff gets me madder than a [

must I tell you!] rat. What do these people want?

A society of passionless, unimaginative robots? A generation of people incapable of free-

thought? A whole population of bland, boring, brainwashed people? Apparently they do, and

word we shouldn't publish, Ed. How many times

BACKCHAT

all of the fallery me renerve, but we dry and a round to the orlidenness are the your teleph when you write in as we as pend you your prise should you win. Do convert & inia crish. As placers. the Editor organg will be dealt with valently

Well done to Lean Mytherith with mire of coming. Until yest month.

Actual or Street, San Street,

Can a Halp?

My friends and Lane keen on the idea of developing games. But we tack a little thing called programming knowledge. Sure we have the basics but the best I could do there is flashing disco lights. Then my one itlend read in one of your issues about a gaming bible. Now we don't seem to have our facts stranght. So I would be much obliged to you in filling in the blanks for us. For example is there such a thing, and if there is what do you put into something like that? As I said our programming skills are at a minimum so if you can shed some light on the gaming bible we would really appreciate it.

Some People

I can and will help. Firstly the term gaming bible is a term we reviewers used to refer to everything about games, the jargon twoolers! the three letter acronynes like RPG and FPS, if's an ancient book that only the very few and privaleged will ever get a glumpse at The other bible use or mentioned is a design bable, a please colored by prophe like John Romero, and this refers to personal notes, pictures and scraps of paper used when designing and putting a game together. This we don't have and it's something that needs to be created before territing the first line of programming code. How I can bely is by felling you and everyone the out there that we are officially starting, or our March issue, a new section called Developers fitneprint, where the developers are you, our read ers. We'll be counting a game step by step with the help of the very intented and intelligent Traces Bullord from Trelled Productions. The objective is to tench you how to make a game and teleta the 12 part series is entoplete. we'll be giving mony a large price to the best entry. So don't forget to niserve your copy, you won't be disappotenti

A good argument

I was reading the Ed's notes on multiplayer in the November edition of NAC and I must fully agree that putting a super nail gun to a human players head and hitting that fire button has never been so fun and amusing, anyways what I

Backchat PO Box 2749 Alberton 1449

leffers@nag.co.za

was thinking is what it would be like if we here to SA had to take on a few boys from America in a not so friendly game of Quake. I would fry them and then stand over their arrogant bodies and proudly pump more lead into their once living corpse, then run off into the distant passages laughing about my recent kill and then probably get my head blown off by a shoteup at close tange. Yet I know with the lagthat's pretty much impressible but hey I can down can I I? I am sure one day we can all log on to Quake with a small memory of that once uritating bug known as lag-

Mario

Only now out I starting to understand hore some people this problems and computer games together

Gaming in the future

In which direction do you think gaming will be going in the future? Sports, RPC, platform, FPS, or rehatever else? Most South Africans seem to like sports games the most these days. Will this contimus? I think that maybe we will get totally multiplayer games in the future (not like Quake Arens, the whole game would be online. All the characters and people would be real. New areas and objects could be added to the game online.) This would be especially great in adventure games or quests. What do you

Willem

if citing a game like Black & White as an example then I'd say it's impossible to predict the future of gaming. So many new ideas are surfacing almost evenular, but I believe 50% of it will be based around landware, 40% on remakes, clones and sequels and around an optimistic 10% will be tridy resolutionary. It's a tough cult but ultimately as the handware gets better so will the games. I also behave the on-line play is going to play a more role in the future. I'm harms with anything that arrives these days as long as they don't forget the single player game in the flurry of anglene and multiplayer concepts.

In need of advice

I am an IT student who is currently looking for work this year while I finish my final year. For the past month I have been enquiring about job vacancies at a number of places. The general response is I am sorry, but we don't employ entry level people! Nose my problem is that I don't have the necessary experience, and my second problem is that no one will give me a chance and hire the Catch 22. I don't have experience, so I can't get a job, but I can't get a job so I can't get experience. Is there a solution to my dileman, 2

E-mail.

I believe this is more community known us real life, it's a sail picture but believe if at not almost corrigate going into the field has the same kind of problem. As far as advice goes, keep tripling and don't give up. I rold my first interriginer that I'd been using computers since Lagas eleven and that ions none experience than his entire IT. staff put together - I got the job, but then I'm usually unite backy. As the saying goes, it's all about being in the right place at the right time...

RE: one of your letters

I'm just writing in response to a let ter that was published in your November Issue, from a guy called Justus Ortlepp, about getting a casual multiplayer gaming club together. I think it's a great ideal What Ed really like for you to do is tool forward this e-mail on to him if you can, as I and one or two of my riends stay in the Randburg area lise and might just be interested in joining his club if he manages to get it off the ground-

Quinn Reynolds fi-mail

Will do, I don't like using the letters section for this kind of thing, but our offices are in Raudfaire and I'd like to see this thing happen is well. So, to off the gaming people of Randburg, this is your local gaming authority telling you to send in your details and I'll go about putting everyone to touch with reservance obse. I also prennse to solve the usorlds overpopulation problem by getting all able bodied men to planmore with their computers and less with their prices - rote for Ed.

Re-playability of games

Please add a resplayability value to your NAC rating system. In addition, in games that are campaign based can you please state if the campaign is mission based or dynamic. The problem is I spend 14 to 16 days a month playing computer games up to 18 hours a day, and it seems today's games have no replay value at all. Take Outcast and Mechwarrior3 for instance the

second time around it is still the same everything is in the same place every fitte. Have most game companies never heard of dynamic campaigns where life goes on even if you miss some objectives? What really pains one is that you people give these names high ratings even though you must realise they are lacking in re-playability value and must of them can be completed in a few days even on the hardest level, A person is losing money by spending R300 on a game because you gave it a high rating of 80% only to find out it is the same every time you start playing it from the beginning. Lam buying new games every month only to find out they re not worth it.

Anonymags [[-mail

We do lidee it no playability score in the enting bar, it a called continuity Besides that, it isn't all that easy to generale dese dismoons or put together a dynamic companya for every game. It is something deceloners should be taking a long litest look at but for agaare Il most have to make do with what nor have.

Hormones and Hexes

The mention of the classic game. Barbarian, in the November issue of NAC dredged up some distant memories. One of the thangs that I remembered was the nevel charge of a male or female character. The female character were little enough to cause a stir on South Africa's. conservative beaches at the time. Paging through the magazine, I noted how many of the games involve (in varying degrees) scantiby clad __abem ._ babes, it seems. that not everything has changed at such a dramatic rate in our todustry. A recent movie-trailer for Duke Forever promises more strippers and litets of an improbable proporfioned female character. As the Tomb Raider series has progressed, Lara's clothes seem to have shruok, her waist narrowed and her bust grown. One begins to wonder if your glossy pages are not designed to be droof-proof. Before I am misinterpreted, let me acknowledge that in no way can NAG be singled out. Clearly this is characteristic of the marketing compaigns of the computer game industry. Cries for censorship or other controls are missing the point. The market has recognized the demand for these aspects to be included in camer. and accented in advertisements. We, the gamers, are the cause of the frend. Having said that, I honestly can't see that apybody wants to watch the awful washing powder adverts, yet they keep coming back with Zomble-like resilience. Also or note is that the adverts and games are largely tailored for the US market. It is possible (if not plausible) that the South African gamers have just been carried along with the tide. South African oriented releas-

es would surely arciode a level for Unreal Tournament where the aim Austamo would be to maim and kill fairir dible Australian Sportsmen, perhaps tunning amund in their undermeangachen Chr. That wear? As it is, I'm expecting a with pie Christmas add on for Tomb Raider Santieven with Lars barely dressed as one of Santa's servier Lives. been and Evan flarbie's famous breasts have Barbel in a been reduced, and a Disabled lar crevel. Barbie is due for release. Are similar changes overdue in our beloved world; are the changes needed?

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Interesting point on the tide steering through South Africa, but marketing at the end of the day is amied at people these people are mostly young males so it was only a matter of time that we easy used to sell, yet squar, With everything said, thankfully or should that be hopefully, down the time people will soon ligure out that post because a game features a fightly puckaged sexy rotual character doesn't mean it'll be for to play. Tomb Raider was an exception, and soundiese started this trend mute by an ident, they're just milking the cont now but people are afroady getting bored. Where in sent. perhaps a per rock resembl? Changes are needed to everything but trying to

After all these years there are still some things about the gaming industry that bother me. First, I can't help feeling that should games cost less I for one would buy more. This in turn would undoubtedly lead to more units being sold (also less piracy), and although at a lower price, generate far greater income for producers and retoilers alike. Second, and a point with which I hope to generate some debate, is the question. How should we approach playing our games? Every month one or two purchase-worthy games are released. I more often than not end up buying all of them for feat of missing out, only to find myself hardly ever completing one of them before the next botch is released. I therefore end up stockpiling same that I'll never play. Would it therefore not be better to play one or maybe two games at a time (and accept that you can't play all of them). and finish them completely before buying again? Or should one rather employ cheat codes and use a walk-through to rapidly progress through and finish every game out there? Maybe games should even become shorter but of a higher quality, enabling one to complete them quicker and thus end up playing more games overall. Enadly, many leading game ing magazines (both local and international) give contradicting scores to the same game. When only a ten percent variance is encountered, no problem, but when the same game scores 79% and 41%, respectively, the question beckons who do you believe? I guess the answer lies in trial and error finding the magazine with which you agree. Alternatively reading the article, playing the demo and then deciding for yourself. Fourthly, and coupled to the third, is the principle of what I like to call, competitive scoring. What I mean is that the score that one game obtains is not always. a true reflection when compared to other and sometimes even older games in the same gettre. For example, way back Quake 2 may have achieved a score of 95% while Unmal only managed 95%. In other words, although Quake 2 scored more. Unreal may have graved the better game. I think when the game being reviewed is compared to other, similar games, a ranking mechanism should be employed. Finally, and believe it or not, some leading gapting magazines only manage to review a game once the game has already been released for a couple of months. By the time one reads the review and decides to purchase the product, no more copies are to be found (especially when the game is very popular). Sure new stock will arrive, but by that time your financial resources are probably tapped dry or new games have been released. I've experienced this bixarre situation on a couple of occasions before, but luckily no longer

Leon Myburgh Thornton

Thanks for the first winning letter of 2000; well done. Your sites on the pricing structure of games sounds like the nursele solution we've all been waiting for, maybe someone out there is listening. _ hello, amone? On your second point, have you play your games is up to you, perimps someone else could shed a little light on this - what is the best thing to do, use the cheats, buy less games of stockpile them? In answer to your third point, reviews are largely about opinion. which is why reviewers need to have a solul background in playing games so their educated opinions are as close to the bone as possible. It's a lot like movie reviews, even though they are more about opinion than anything else. What tora re-getting in NAC is a considered opinion from a bunch of dare I say profewtoreth, with around 40 years of consulative gaming experience. However, the battom line is, decade for yourself, we only provide a unique service to gamers On your fourth point, you are right and arming all in the same breath, time reletuncy opartes to better games today scoring lower than similar but older games yesterday, trying to work out an accurate nauking system between all three persome of Quality is in itself impossible, not to opention how much debute would ensur. The best solution is to read the review for when it was written Lastly, thanks, use really do spend many late nights sometimes bringing our readers the latest games first and it always page off.

BACKCHAT

in a seed get usu unwhere

I have a Rugby 2000 website, and I would like to publicise it. I wanted to know if you have any ideas or suggestions of how I can get the public to know about it. I see all these other game tan sites with lots of people visiting each day. I know this isn't your job, but I would greatly appreciate it if you could do that for me. I would love to see people know about this game, and I am the only (an site that I know of which publicises this game. Do you think you could maybe just gut the address in one of your magazines, tou? I know I am asking a lot and you will probably agree with me, but hey, might as well get it all out before Quaice IB takes over. You can find the site at http://rugby2000.8m.com

Ermail

Happy nou? Prepare for a flood of To all the resilers who do visit the site give this person some construction feedback on what you think

Backchat Volume 2 lange 6

Your answer to DC Grobbelaar was untain. There are a lot of guilible people out there. We are not all IT specialists. We are however consumers, always looking for the best price. Plracy exists because commodities are overpriced. Check the retail price (I stress retail) of software in the USA (in allable on the Net) and compare it to the SA price. The SA retailers are coining at! The software is not balky, so shipping can't be too much. I do not know what the import duty is, so it is difficult to make direct comparisons. The retailer buys in bulk from US wholesalers (same as US retaders) and marks up - the difference is 30% above the average US price Remember, the consuming public reads your magazine.

Barry Eslick

Thanks for the letter, I dem 1 thank I was everly harsh with that letter and you really don't need to be an IT expert to figure out time a new release at a flee market for under a might be just a little

All figured out

I had an epophany about your magazine. On the ower at the top of every magazine stands the month. isoue and the year, example: July 1999. However, in escence this isn't

correct, you are a month ahead. Bear with me a minute, an issue hits the shelves around the fourth or lifth of the new month, like July But everything in the magazine articles, reviews, previews and so on, were written in June, so the issue should be called June and not fully And all the gauss in the macazine were released in June and not July Yours is not the only magazine with this strange phenomenon, is it just me or has the world flasers enough

Willie Kruper Pretoria 6 -

The world has gone mad-

To whom it may concern

I wrote this letter tax riticize what you call a magazine. The ink smells awful, the whole thing is badly put together (pages fall out due to the pour spine of the magazine). As for the stupid names your team call themselves, well what immediately appears in my mind are immature young children making up dumb names for each other. Oh, and by the way, why the hell are you rate ing the price of your engazine? It sucks anyway. I had better see some improvement or I'll be spreading the news about how poor your reference guide to the nggest piece of pink in the country is. Your rating system also sucks. what the hell were you smoking when you thought of it?

The wet sheep

Flanks for your comments, note this is what I get up for in the morning. Tike I've always said there is nothing believ than getting positive constructive critprism on usual are do. You'll be happy te know that I've usked our printers to add a little natural fragrance to their rate and to use better glue for the spine We se also all decided to charge our handles back to our real natures, see didn't Hank it aspeall that silly until you pointed it out to us, thanks for that. Based on your thouselaful rasights into our financials I be dreated to lower the price of the magnitude and as a special bonus I or larged dopon that comprehensive list you provided of things that suck in the uniquate. For also secretly been reaning to change our cutive rating system but note that you be highlighted its flows ... your

Please send all questions and any opinion related mail to: Backchat Please send all technical related questions to: has achor Technical

Last year in archives, we spent a fol of time looking at the various nild games from the 80%, and where they came from the history och ind them and who designed them Diring that time I received toads of 2 mails from reasons asking about at that I purchasing these games. Well, seeing that the 80's thing s being revived air and the globe. I shought we've a sait the year off with a bang by booking at something that has brought back the nosts, gia of old to

ARCHIVES

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Multiple Arcade **Machine Emulator**

FINDS OUT YOU CAN'T TEACH AN OLD TRICK TO A NEW DOG ...

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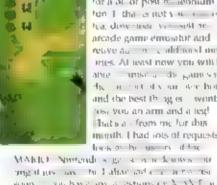
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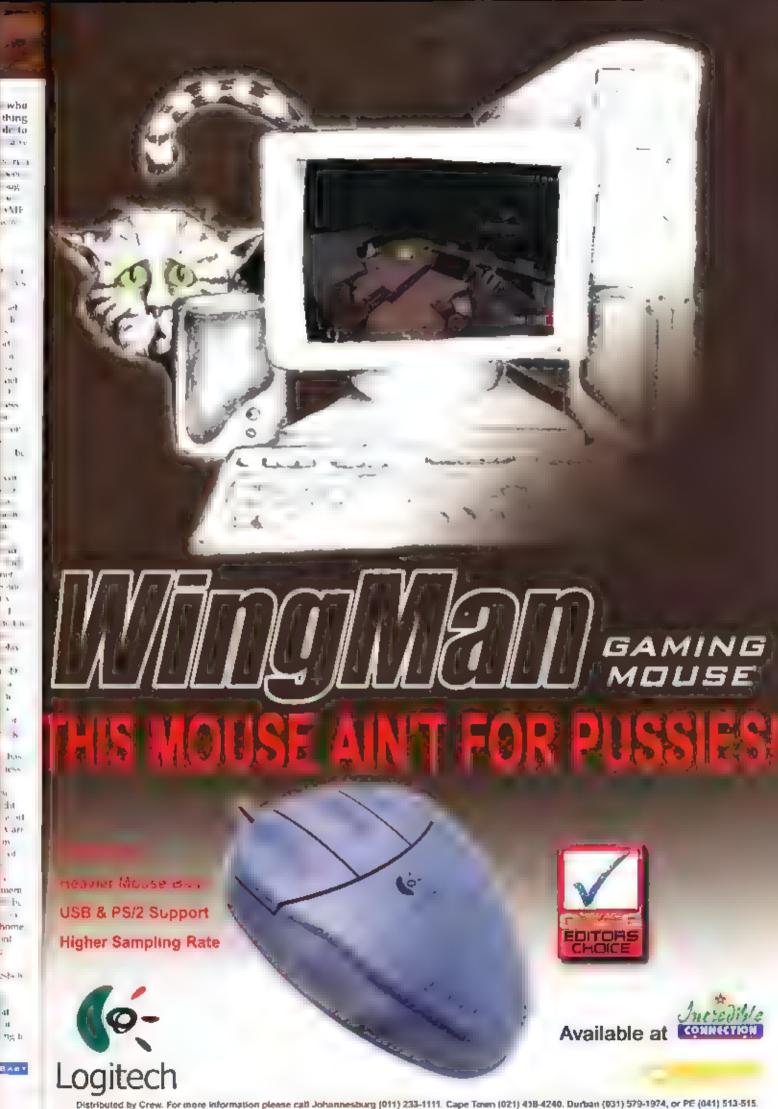
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If you're going to learn how to read what better place could there be than under the sea, It's quite, comfortable and you never have to worry about being bothered by anyone. The only problems are the wet soggy pages, not having enough air and a fishy

nowledge Adventure's products have been some kids smarter around the world since 1993. Their all ties. Blaster series of educadonal and (an titles is an exception to this hard varned track record and

choosing the rig. or s perhaps a lasts ear or to kelly, combb and continue

In Harrie Pine female cartes ate some king aged between 4 and

6 with up to five levels of difficulty that can be set anytime during play. The game is all about finding lost treasi to on the squate, Moon with a latte help from your friends Max Blaster, Mel and C.C. The presentation is flawless and a color flag as some more sets the scene for the treasure humana fun to for tow. This titles made a rous to enhance reading.



- kalls on gloon games and act whose realisms it me the simple asterface to the cuts so accessing at a recycled seems to have basinesis, and sixthing at deal of care and truly at the trible of some feature has other in the sail action with the or or age. Through is a real mends and never once wild you experience difficulty exting one acts, or and entering the new. The voice acting is auto were presented and is forth nately not purgued with screens and region specific games or 4cf to 10% secthe well worked by he had his Arrivan market. The game has two general areas. the pain impascreen where you or a access any or the rive main activities and then here's he measure Room (asubmarine strappecato a friencily whate) with an he tim stuff insula. As you success us a compieto each activity you are awarded a star, collect



ive stars and you' get the chance to find some reasure after completing a basic maze game agion the maze game has some challenging elemen a such as selecting the correctly coloured

Reading Blaster For Kindergarten the knopen the knopen the knopen the knopen the

Insisting from its filled with different activities. starting with the message board - this activity allows you to create world of art using stickers a rest. B-mad is Reading Blaster's version of It mail and from serie you can read to receive and send isnua, to your new friends. within the game world. The next act vity is the

Story Corner and here you can read a another of different backs, while encia, rages kids to use what they've arries of his property through the an existing a charle of course in a h also programmed asserts им степен кар и пит то in the facility in species of are disperall the game size of testional ante officialistics as of the first might approved the settings a consider packey six p past any of the votes a instructions and are for a listen to every detail looch time you play again and agata. The

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this to prior so us a good to a to own a printer to make the

most of this latte, especially we the entire employees knowledge make use of the practing leaser so stock up on those in a cartridges and

In this game a series of letters, in either upper or lower case appear on the extended gody of Mel the rabout dog You priest elick on and vacuum up the correct alphabetic lequence on jetters Floating around to bullfiles before this reach the surface. If you can tiget it. righ, the game will bely you by provid-

ltidden Lictures

lere you If need to singular a hidden mage under the sea said to carri a son-The idea is to select a category rom the ins a the bottom of the screen and hen chek on all the pictures that belong, to that category, for example you have to find a the insects or an thu terns of clothing.

Sand Do lar Matching

his is a matching game where eiters words, pictures or phonic sounds are hidden ander sand dollars. The idea's to cack on a sand donar to hear or see. what is revealed now click on another and try and match then. Convelly ma ched pairs will wash away while incorrect matches will I p back wer

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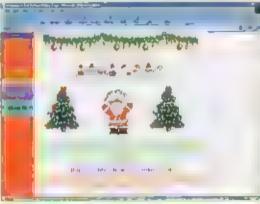
A sumple seahouse racing game where correctly choosing and one one, thereof shapes or letters makes voca seahorse swim faster. Each was ACTION OF BUILDING

Clamshell Scramble

Differ garble end over to about the inflicts in words to spell a word or mata-a sentence. Clicking on a letter or word picks it up and from here you have to move it to the correct position.







This innovative site cators for kids who eventually want to grow up and write a bestseller. The welcoming message encourages children of all agos to get creative and share stories with other kids from around the world. The site includes coems and stories with an under construction buzzles section fread wait and see'). The stories are lethally dute, here's a small example by a girl called Ellen. Once upon a time, there was this crazy man. He was really craty and he was furny too When the mon ate his dinner, he played with it. And when he played with it he ate it like a big. And when he want to bed, his mouth was messy and he got his sheet messy oil over. And when he wake up, he looked like he had spaghetti and proceal all are him And every day. The people who run the site are trying to encourage creativity and are always on the lookout for new majorial. So if you have any potential authors in the house you now know where to go. Enter this address in your Internet browser and start sending

Category: Education | Ages: 4-6 Internet: http://www.blasternailf.com | System Requirements: Pentium 90 MHz or Higher - Windows 95/98 - 16 MB RAM or more 10 MB HHD - I MB Video Card Developer: Knowledge Adventure Publisher: Havas Interactive Distributor: Crew (0 , 203-9100 SIRP: R 229.00

Kids Education & Games

Disney have taken on the classic Breakout with their cheap and cheerful Paddie Bash, the best part about the whole deal 15 that you even get an extra game thrown in for free.

the armon but hade gottle that will keep

children and adults occupied for more lime y an they liever from tho. The object of the is, me is but keep your puck in the playing held using just a estudie sold to do not be now he the May

ong fano are a Furnices of the best that when but by the training of pear, some of

these blocks are made from store was a great by destroyed and others are made of wood int ting a seeden block will extend a rope bridge above the field interesting Town in

Length on eath to the season of The Jan P. Daniel B. who have been been been all the same to the 'n and but to unit with the co describe exilia estant personal whom is true too Principle and the state of No. of Concession, Name of Street, or other points and at the or to the game the thesi per the season by

> game Occasionally special blocks appear that h h small appoint s agts from a kins a drag for key of the second second second second

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person the second residue of the and some just expends as the new blocks and if this programmer he game is should be insaluda come en a material de la There is a bonus game included in the goal. alled Conga Long. where you must move a small patch and agree and get animals

to be a most to the conga line. The more arm



majors to get the higher your score borrow points e assacht to recomb of the agentical in the contracts the many to the transfer of the territory to per 13° die Beile diebeie von auf Adeie. aged with the are at the heat part of the

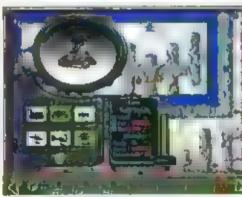
Category: Gornet Ages: All Ages (Insernet: http://www.danayneteractive.com | System Requirements: Parkium 90 MHz Windows 95/98 - 16 M8 RAM - 15 M8 HHD - IMB Video Card (Devoloper: Dinney Interactive | Publishers Infogramos | Distributor: Crew (011) 203-9-00 | RRP; R 149-00

Puzzle games are compelling for a number of reasons, they challenge the mind, they put free time to good use and they make you think you're smart if you beat them.

beare ough, life. 16 8 169 ment of the point of the a na · Br a a h n Puzzleopolis full to the state of the state t. tomes himself to too les if it quies to active

pure evil and fled to the city to carry out evil plans of descriction. The

remaining clone, you, is the world's ones hope It is a weak story that just barely serves to take together the out different puzzles the game has on offer. The basic objective is to move around



Letter is a section before sale way this nime Biere are more options and the more your horse to just a your chancest of s carry. The least them. se is an sure a find if you to persistent enough.

will provide a little distrac the extremely a second 6. The faist payabers Blump Aeronaut where 10 2 2 4 2 40 or my through the cities skyscrapers while produced the second rec ris generated by gazet

Law Next is Cristian I as a sample of a here on the the professional and the state of the professional a to the of the motion of the a crystals are covered up factors fracas esseby the many where you have by reconhas a number alpaper of the entire of a machinery on the factory floor. To make life

I aga sempetations spirit denote two been as as conclusively and the strong on the the good care a lipit of the over forcing for and apply to a starte among a cothe limited hart is that if I have a fitter virus kating then feet out North and North run. The object here is a state of the same of the stees information at a 3 to 9 is the 1

CARLAN S INC. Can a In marger services 1 to the or a few popular of the state of the acts ark Cybern shi rather two are made a are based straight warm a capture the tion. Its the one of an entr no are levide what upe of track they due as well as what is to or warpon Set all yourimmands and a aich as

the bat le ar side. In lost some a lazare in Caret and then as sub-assessed a and the transfer of the transf process of the second second second and hands it's sample fun and very basic so don't espect great graphics or tonovation and you won't be disappointed.

Category: Games | Ages: 10 & Up | Internet: http://www.browloogsadvenours.com | System Requirements: Pintrum 90 MHz - Windows 95/98 | 15 MB RAM - 5 MB HHD TMB Video Card Developer: Knowledge Adventure Publisher: Havas Interactive | Distributor: Cnew (011) 203-9100 | RRP: R 229.00



Disney Turzan Action Game Jumpstart Preschool Fink Pasther (Fastpert to Peril) Juropatart 1st Grade Disney Throng Activity Contro

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Baldur's Gate II Continued

PREFERENCE PARTY CLASSIFICATION

Interplay, which is now part of the Virgin group, has been seen as the sleeping giant for many years. It is one of the few publishers to constantly release top-notch titles but for some unknown reason many of their releases mexplicably fail to make the mark. Baldur's Gate has been one of the company's biggest success stories in 1999, being in the top three selling games of the year, with even the follow up add-on disc outselling many games. The lucky few, a small collection of journalists, were privy to the unveiling of BGII. SOA in the USA and although the project is not scheduled until mid 2000 what was shown was impressive enough to get everyone excited.

B alder's Gale, which lame from Canadian developer Illianiate is seen as the benchmark 8. 'Come away with Black and Interplay's

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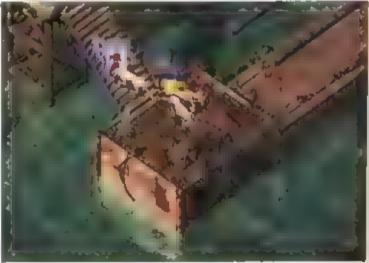
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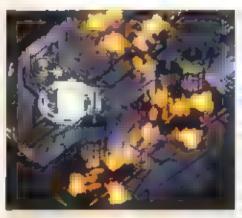
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One aspect of the game, hat was brought up a less times was the need to manage food and other mater achine, like morals as a const there's you can carry if appears the food

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This remains close to the original with only minor changes but it does look over being more akin to the graphical surroundings making it marge more into the game instead of standing out. New options include 'rest' to aid game play

BGII will contain over 100 hours of solo game. play plus the multiplayer component from the original where up to six people will still be able to take part to the role-playing fun, pregressing through the storyline as a party

Over 20 new kits and classes have been added to the already extensive class list from Baldur's Gate to make BGH even better There are 15 new NPC characters available to join players in their ovest, along with hundrade of completaly new creatures with access to ever 130 new spells presenting over 300 in total! Hundreds of new items also add Navour to the game including the legundary Holy Avenger and the venerated Staff of the Many. Higher-level character development and the exceptionally diverse combat. proherency system will allow for an expanded skill set including dual wielding or single weapon mescery. The Al of the game is one of the main areas that players will be pleased

"We will be adding new clauses, spells and itoms, so that means we will be adding new rules to accommodate these additions".

Using BioWare Infinity angine, which will suppart resolutions of up to 800x600. Full 3-0 acceleration support will be provided through the popular API Open GL for a number of hardware accelerators.

The game is in its very early stages even thought there is a lot to see The actual size of the game has not been decided but even if it is the same play area size of the original pame it win be bipper if we are oping to ensure that there are no screens or areas where there is nothing going on. In the original game there were scenes in the game that were empty and lifeless! At present a ligure of around 120 hours of gome play is being tar-

BioWare developed the original Baldur's Gate and Raidur's Gate Tales of the Sword Coast. Binck lale, a studio, is the division of Incorplay Productions that developed Planescape Forment.



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re: Role Flaving Game (PC)

Developer Black Isle Studies

Publisher Interplay

Supplier: Multimedia Warehouse Tel: (011) 315-1000 Expected Release Date: March 2000

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hope confirmed PAS MANS USE papormoiss et affis is stabilit DATE OF THE PARTY of our staff members scarred for life.

NAG 94% - min- inne/me

TNS is fundamentally a true opic advectors three with ample desce of other general, make

ing the scope and scale of the game beyond

maything seen in 1999. NAG's choice is based see innevation, storytelling and plant onjoy.

mutt, something that TNS thrives on.





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Separate annual de dis Even though the seview is currently still under construction, the title has done its rounds in the NAG offices and has impressed to no end. Some of the most sublime graphics and topnotch physics added to the electrifying fut of religing creates endless fain and excitement.

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MAG 9296 - get Driving has never been such fun by adding what can unly be described as pure ordertal geling explorage and big cylinder cars. He pure replicy connected with all at NACL. Head he board 4 " 1997 year property of the life



Finally a golf game that has toppled 'Links from its pedesial 'R' created. Beautifully readeted graphics and superb ball physics comhine for some of the most campelling gamepla in a pull size. The Course Designer included finally clinched the little for Activision.

u Park 1960 - Mars days (Margania (Marsilla



18A# 87% - \$10mm 1999 must be regarded as the year of the cricket.

sim ospecially after the controversy of the World Cup. Codomasters managed to aimulate the addic tive column of the sport with its TV style genteplay. Recommitte Ther Book TI -ranging-scappingscatte



Hour state NAG's exceptedes to E3 in May, we had been teached by all of our nomin AOR2 finally won after the NAG judges with the depth of civilizations and its policied union menagement. The Developers of AOE2 certainly listened to the gaming publics rurals and wishes and made the necessary additions and changes to the game making it one of the best stategy

n **Market and All - Parket Street - Market Street** Avery were round of applicate areat go to the Developers 👯 Homeworld for a thorsughly engrossing story and innovative pur-play that was only just pipped at the voting station by ACE 2.

Handratter Pintenti 1995 etc. - Marchadan i ibar 1986 A personal favourier of many of the NAC staff, losing out by the nac covist of margine due to the strong contenders in this game.







na Salan Malay / Wall / William





HAG 90% - Insant-Incl

MAR-ESTS manager-Himmon-Makin Another pizza session was fought out to ascur-

tain that Palcan 4 was kuly the king of the fly-

lija Bail-Lift - NAC 1876 - Jiappa Madica - Come / FE

Con System Sheck ? - NAC IN- EA-EA Africa

Ablighty itehated winner but most certainly: deserved one. 'id' have once again outdone.

themselves with a superb graphics angles assill

stanterly synthylayor gameplay. The alchoir, will rage long but NAG is suce it has in

champion for the genre,

Motel Gear Solid takes the trophy in this category for providing a compelling experience that many wive discribed on the perfect action gains on this

while the blanch and the same and the



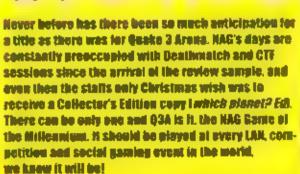
ilje **(incluses)** - eraci sinta-escup stampo-elifotis (incluses Loop **Smirrial Malgios** III - escup sinta a disconscionario

The improvative puzzles that need solving and the inventory customisation mile all playing styles, add that all up and Dine Crisis comes out of the outling for first position as the clear winner; -Charges - Life Scient Will eggs out - Hanne - Day Hanne betreit



BMBER REVIEW -Integring-many/sun The title that finally revived the corroding RPG genre in 1999, D&D role-playing based on the popular Pharescape setting rekindled the desire that PC seems had lost. This title is currently, sinder review but is the convincing wiretes: P-Lip- **Bitteritabil** - NASCHEN - Mary CRA - Ma NA NA







ers, and whether the patches were allowed an audience. Not many people can argue the fact that the patches clovated P4 to one of the best flight sims ever produced and NAG agrees.

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JAGE 90% - pondu-mmy/mp

This follow up to the highly successful WWF Wargone is the definitive wrestling game on the market. Winning this gence on what is regarded this lighter console shows the westhinsen of the title TIM PU - NAIG 1974 - ACTIVISM - MANY / BOOK



THE TAX SHOW

A mary mines to Doct a worthy a may within to FFVIII. Is like leying to find fish on land. A new story and susped up graphics taken the challenge to the com-April 10 2000.

NAG TOP GA

After sending our crystal ball in for a thorough service, we look deep into the depths of its reflection to predic



Bullo Mukom Forever

the hotiset games of the year 2000. We'll check back same time next year to see how we did:

Baidur's Coto 2

New Age Gaming - Volume 2 Issue 10

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REVIEWS UNDER FIRE

"BUT HONEY"

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ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PC PREMIUM SYSTEMS



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PS.2 Mouse

Awards Ceremony



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Gabriel Knight 3 Page 38

Return to GK's world of mystery and horror. Wheel of Time Page 44

Fautasy action wall never be the same again. him Reaver Page 46 I day good puzzang, impaling but, what? Dina Crisis Page 52

Who's afraid of the big bad., AAARCH!









Evaluation System

If you're tred of one kind of game and would like to broaden

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that separates if from classic status. No game is ever perfect ber some come very close and here is where you'll find them

Good games here suffer from a tired formula or tack of inno-

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column prevent thate games from storing anything better

too bod. Germes like se usually and up in your Christmes stocking from well

protect gamers or lons of the pente will probably from these

ednoming qualifies rescue there from ping into the next brocket. Sometimes worth a look if they



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he state and these games just keep getting works, although titles scaring in the single digits might be good for a lough. I got 20% for daing something right other all



REVIEWS-UNDERFIRE

Instead of riding a desk from 9 to 5 everyday you've decided to build and run a theme park. You've gathered a little money together and brught a slice of land, you we made a sound investment and your future looks good, or does it? It's a really good plan except for noting staff, piles of yomit, dirty toilets and unhappy kids littering in your park. There always seems to be a downside to everything but at least now you can go on all the rides for free and you can always hire someone to deal with the staff, beat the kids and clean those toilets yourself,



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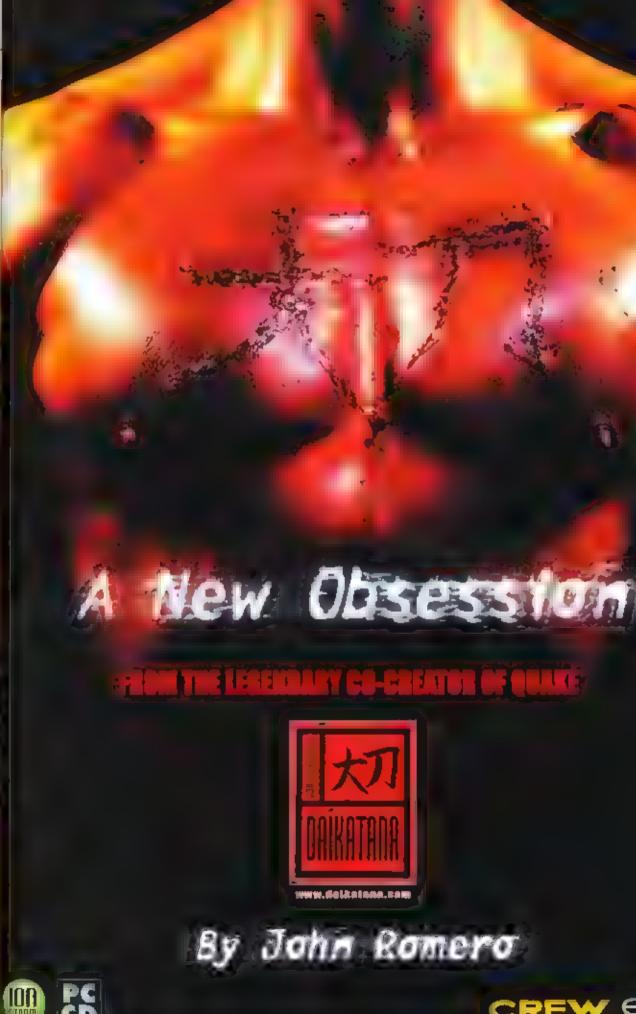
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an succellent place to measure your skill-100 well so the partect training ground From need to practice, especially if you partake hi Class competitions on hi the GLSA/J can even see it being used as a qualifier for paining membership linin Clary. "Send us a dente where you cat the bot named Street,... Union sorry lacro on Nightmare difficulty and we'll donalder your entrance into Class [NAG] " - Clan Lended

That being said I have that if you buy. Onake 3 Arena fil in single player spect and don't est y enjoy multiplayer jijimes such as desiluada mg gifne. Quale has always been maidered THE multiplayer action game and Quidie 3 Archa le no different (t le a Full-blown network capable game differing the hottest multipleyer frauging action around, the way was meant to be. Q3A supports TCP/IP and EX/SPX for playing and LAN respectively. Unlike Quele If there is ensur to choose from their Just Deithmatch, Q3A ships, with.

deathmeter, tournament, teample playe play designi cit itvenetego and CTF grodus of play right out of the hos. All maps have been categorized and syntasted for the different physics and picking confice amap with HERE IS WITH the in-game me OUAKEIIIARENA plays a thumb the it with COOK A PO SI Denthmatch hasn't changed in its concept pps garcin ot as allive Throughout and Is still man, blue, frag and stay alive

sittle gamentay. The only difference is the special at which the game leave place. M Software has listened to the estmusity and made the speed of Q9Á gaptes to fall some Where betypen Qualic and

or the first line CTF in supported and teamplay modes have become a sylvinecities invoice the

III IIIII Partress dusic Tribes and Constructive projection moting it. There it one enasor change from the Qualet M style Off however, namely the lack of a grappling haok. No langer can you zip in with the hook, grab the flag and grappin int. In Q3A CTF-you require tennework, without it you can kiss your chances of capturing a fing graphysis in QIA it requires a heavy in capture the mag. It is fing charter, and source parieties backup players to cover the catalons back while he meapure. A point structure has also been implemented for CTF where you can score 'scage' for killing a flag career or defending a Mag carrier depending on what your objective is. Underturnately CTF lactor raps and 4 maps in hardly enough. For this run am the QAA community have already started designing maps and currently they are coming in drawn and can be downloaded from the injured. For those who don't have the internet he sure to check our Cover CD every month as we will be bringing you the hitestand that the Chairs commentar has to all

とは答し

For the first time all the maps are totally multiplayer orientated and the id Software map designers should be applicated for their investigates. To say that the maps look absolutely speciacular would be an injustice, Curved mil force are used to bring to life some of the more furnishie architecture, they even modelled a mouth complete with tongue on use of the leels. It doesn't sound too appetiting but it does look speciacular. Most of the maps are that inmin ouridor type levels you would expect to find in FPS games, but then there are space hased levels or as we like to call them bouncy levels These maps consist of platforms float ing in space and are covered with numerous jump pads, no walls protestes to back behind, Secretly you are a moving larget all of the time. One levil two has complete platforing that move up and down in a comtionous cycle acting like elevature You either love the space exaps or ate them; the reason being that you

plasma gun and a medified BFGs which halls from the Doom series, The IIPG has drastically been mod-fied to be the ment potent weepon In the game. No longer does it have large ann effect damage but now is a projectile weapon similar to the rocket launcher, which indicts a huge amount of damage, and also has a milier large area of splash clamage, bleaning grow stand fai

your gameplay for thes

statey tergets bouncing around

Shunter Maps and 4 CTF stage

for your fragging pleasure, and

the going to be released in an.

dag publik ståtstin.

distinged nature of the woods

jun he considered a boring Anyone that ever played id Software's

mamos will feel right at home with

the familiar shotgan, rectier launch us, still gan, grenade launcher, light

have in a respect that more map

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y cline to the own I impact you.
will take some damage
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way zaid-ther sain,
well saled for class tion of vending are well talanced and for the first time nic much players switching between almost all of the especie depending più i disc

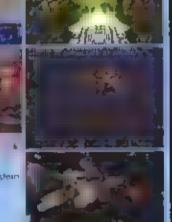
To say that the critical large to be an endustrial id Suffyrate has really



The Legacy of id Software



Castle Wolfenstein Doorn Doom Quart Quare II



has there we Costle Wonerstein which a considered the fits 4PS given there carrie Doom and Dome 9 the man inhiptoyed kPs on the market. And can the ios or alle it yours we know Quara one Quara introduce a carated severs that de flow reproductive or training, and yeldestimated in help of the internet lodgy Quakers not a je bol prie miene. with a gaming community that is secund to none and in Importation of a software's success. Unroute state the due that indistance of Software has a document on one John Cit mask is now heading up ad activore white John Roman Time established. a www.company.named you. Style - It was a sad day which they and up but for Storm is developing locally of he mosare supplied games today. Now that Quake 3 Arena is internet John Cormork - tourning on the next great engine codenaried To may which will be used for their and product



New Age Gaming - Voiume 2 ssue 10

he most anticipated game of the year has

finally general our presence and Qualtum of your the world are rejuicing. Qualty 3 Access is

ivaliable affiring some of the triost spectacular prophics and sound that has ever been some

lov FPS more, rad in married fast action, ...

packed gameplay that is somewhere reminis of a blond between Quake and Quake 2. Of

former to game can be absolutely perfect, but must say that Quake 3 common damin stone!

Milis to offer the single player as far as a sig-lyline gree, and itse is its single biggest

law. Although it has a story, the selly shoo

ion you will ever find of it is in the manu-

Mand during the inice. I have dupted the

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thly be the early place they might actual.

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who fall are instantly sestored to like

and immediately thrust back into the battle, perhaps a little winds

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If acomes, tentil, at lest, he ar she fervi

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the carrange and clameur of battle. As such, they

Colline his predicessors Quake 9 Arena has well

REVIEWSUNDERFIRE

cone the takes milit with all the graph! cal satisfiction and 100 engine, The new neighte introdiscon mariaces, volument itic fog, tenanskicens lly, environmental

pler models, asa and a Care

calour. The recket

The second section : when firing a suck nt underwater the

eplaced by bubbles or (t per distinistic to its ton get. As lot the player madule sind ikira ali i can ony Is WOW! They are

inten-incorporatio arwell-as plows

The only bad news about the CS? implies is that it does require handware accollection and quite a decay mind If your want to turn could the holls arid sublating, infinited ingitated that the card will work with almost any 3D accelerator I would *** goal or INI hased 3D accelerator, and if, you can afford i the best card around for Q3A is a nVidio. Geferen 256 based ductiverson The game itho requires a helty se und the stated extraments to \$4548, Quite is large chank, but definitely worth it is gau're a die hard Quaker. The most interesting feature introduced into the actual physics of the game that totally changes the dynamics of gameplay is the new jump pade. These pasts are very productional on the space levels and once in the air you have a certain

invasure of centrel and our strate slightly left at right and even decrease the spend at which you are marked. Admir fieldy is 50 kware has real of the world and spend the left versions, but it

can will anyon your history measurement exceedes it

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Qualini phonosturico) inn sut all control and mest gaspites and sound option from the easy to the manu, voted ans will prefer to narraelly silk graphics, sound and control uptkics. The skept number of set

tings are overwhilmith, but know ing how to edil the config files illows you to script specific con manda such as aloustone sport danceling, a staip friday ayaacac

mulo launit function and so the lisk gots one White considered chanting by some the cually life allows you more constoll ever year characters actions and to da the Quality series has been the FPS that allows scripting. Thus er the reason that most gament carry their config files around all stiffy. While this worked well Qualco and Qualco H. I would: av fan inyone considering pur challing QBA against this. The gione now incorporates a CD-Kei verification system that authorize you via no enline server at id Soffware. Without this verification if the triable to play on Microel survers of the key in passion in your bonds like in an unincrypt ed form and anyone that has

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RABIUS! 100 SPEED! SECO

acting his yesternothing the cast since this leeps Oned i in minand or id Saftware detects multiple curinctions on the one key, it mity be dischied and you cauld love your privileges to play on the internet. While a CD-Key may be annoying.



idaan kootsi osia blugo global cunto ing systems Wouldn't it be great to see Ju iow well-vou mark in the globul spectrušti nincounted in the way after global ladder, but the possibility ly is there I have only any word of advice - Guard your CD-Key in visit would any other personal Quake III Arena

Quality 3 Arms, beautiful

In the series departs ing soundtrack and trust sound effects that actually

feel like you'n

holding the real deal since Trent Rezmor and him group were busy with a new album, and all of the tracks (exture South Mas)

and Pink Over the years all of id Software's games have provided a generation of Qualque, and I leave. increase a generation of Computer, and I would be with the pure in support of Software in the collections. But for those of you feet have never played RFS games. Quake 3 three is the perfect start. Spiciocalar graphics, adjusting pumping sound, last paced gamephy, and worldwide community beinging not some major computer and recollection and adoly basis. Cat your built down to your look sweep than actuality

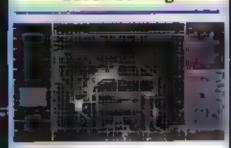
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Sierra are well known for their adventure series games. King a Quest, Space Quest and Police Quest are just three examples of their ong running, popular titles that span several episodes. One of these titles has just enfered its third incornation the mystery-horzor adventures of Cabriel Knight

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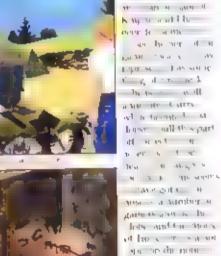












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CREATIVE LABS BLASTER PREMIUM SYSTEM 3D Adventurii il anakan 4 233 1964. 11/4 April 16 PM Point face in a great tille in Liffit AGF Acction 300 HE HB ring with Intrigue and aree and chilling her rac Add to Host o grad plots, appy playmally = 95 = 90 = **85 91 92** nava je galani (voje li

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It's always exciting to watch a movie where the LAPD SWAT learn is called in to restore chans, to see the highly skilled professionals work to a team to complete their mission. Sierra Studios attempted to reproduce that experience for the PC with their SWAT series, which was plagued with weak gameplay that didn't add to the tension and stress of really being there. Not only did they do it right with SWAT 3, they also managed to create one of the most exciting factical first person shooters to see the light in 1999...

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Hurted, SWAT 3 mee an Intellive real time

mode. Beating of the nature of SWAT opera-

S forte Studior found out the hard way that halther an interactive movie adventure not peal-tieve similary geming engine one capture that

dynamic feel of a modern day SWAT learn. Gamus such as: Rogue Spear and Delta Force showed the ladustry how to bring the feeling home of having a weapon in the hand and to move to a specific objective. The end product shows that Sterry placeved the apposition and found ways to make it even better SWAT 3 places the games in the boots of an element leader

in the potocious LAPD SWAT leads. An element lander, the games exact command his/her totals in real time from a first person perspective as on-

-tolizeg sylighpart. One has Une charice to let yunc leans du all the week. hat be security (الأعمانيينيون may be built to land by way o example

2005 A.D. SWAT 3 plays out in Los Argeles of CHAINE, THE HAR! Representatives

the globs will converge on Los Angeles in the number of the state of the state of the state of the United Nations Nuclear Abalishment Treaty, it is the tank of the LAPD SWAT to project the digrahades involved. This takes the player theoryth

The refer makes made I transfer than been seed any matrices select Red Their from the more than select deploy Discharg while siming at the door. The system works very well, except for the fact that the much milection keys cannot be remapped, and must of the time the player will have to lift. bla/her hands from their movement house. This eximites types that range from hostage rescue and rapid deployment all the way to VIP protect

deal to may death a few three till I tried Mindmaker's Game Commandat, a Vola activation application that nimulates heybeard presses on vales constrand problem solved! Although Game Commander is third-party software, is voice activation module should be built mis a game like this (Jane's USAP):

Before a mission you can squip your lean) with nouse impressive hardware much as the Sean MPS, the MPSSD that uses an later grai silencer, the M4 Jarbine and Sensiil 12 gauge sheight. The state derd recondary weapon is the Colt 1911 A5 calibre piolol. Other Items Inchide

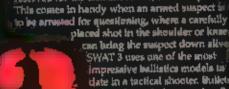
Buch gemades, gas monades, C2 explosives for specing depen, grade light sticks, culit, eathermen tool and mirroring camera equipment that can scan around commun. Some of the or ... weapagemath as the M4 Carbin have the option for non-lethal mercurities, and it's use in

reserved for the element leader, which is you This comes in handy when an armed suspect is to be arrested for questioning, where a carefully placed shot in the shoulder or know

> SWAT 3 uses one of the most impretaive ballistics models in hazardows when clyflean are being held hestage in the must room. I once fired a wastel

dged in the wall, stighty impressive, The Alia brilliant at times, and stupid at offices your sometable, but more in a while someone will get sloppy and move into a non-secure with without checking, I have lost many immentals. this way, and they fell proy to the Lemming Effect where they'll walk in a row into enemy fire and get killed, one by one. This doesn't hap pen often though, and works well most of the time. The enemy and divilian Al work on a very offective pieuss hazed system. The more street you beduce on a suspect, the more likely they til to surrender peacefully. This can be done by shouting, pointing a weapon in their focus and maybe firing off a round in their direction. The graphics are brilliantly done, with the finit details, which makes SWAT 3 look more like at architectural democratration program. Received ricely furnished with great emblest lighting at spand, and portrays a very believable covieus inent. A great feature are the referent in the buildings that work as they should, giving me time to admire my great swift with matching weapone wille my least provide cover. SWAT 3 makes for a great parming experience as a technic limit person chaoter, and one carnet help but yell when a tange walls assued the corrue when least expected. Unfortunately ma

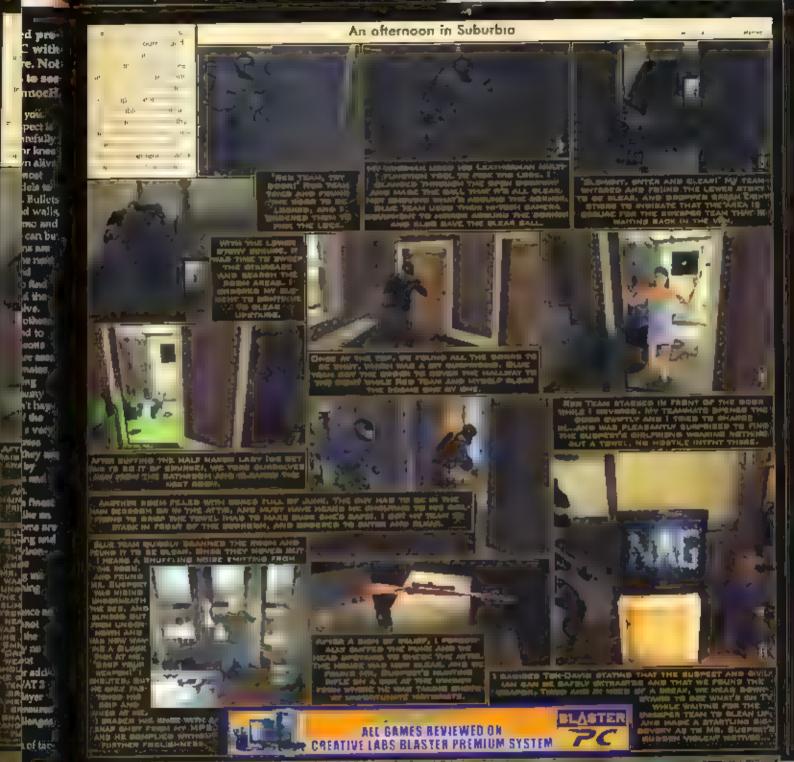




date in a tactical shooter. Builds will go through doors and walk depending on type of ammo and the material, which also can be through a wooden does to find the entrance and will hales, and the

multiplayer is supported out of the look but Merra Studies promised that a multiplayer all on should be available in Spring 2000, 9WAT-1 provides enough replayability in single player mode as a random factor is built in, and ensur that one level could provide different challengs every time it is played. SWAT 3 is sure to

because a classic and is a must fac any fac of it





tion. All the edictions out he played as single-

missions, but for a maje immersive experience

the Career Mode weaves the missions together

with strong storyline. At the start of a Career, thu

THREE LIVING SCIONS AND A CONFE

REVIEWSOUNDERFIRE

R oughly described as a single Ship Signalator, this new release from Interplay converts it board game set in the Star Trelo undyerse into an action-packed depiction of virtually all aspects of captaining a ster ship (and, later, a: group of star ships). In an ambiilous move, developess 14° Kasi have pravided not one or two roces, but six distinct once, each with a core paign suited specifically to that race's nature and objectives. In light of the facthat each race has access to its own army of special weapons and equipstient, such of the intorials focuses an a race's specific waspons, tactics and mandeet. Each of the six compatents has its own distinct flavour, according to the mor's perogatives. So how does it look and play? One

COMMAND

Some have argued that our gaming market is becoming over saturated with new titles. Consequently, four new first-person skewiers, or three new real-time strategy titles are released in the same quarter, and it becomes difficult to choose a game that all will enjoy and make an effort to play. Furthermore, origimal ideas seem to be getting scarcer and scarcer, and so almost every new little belongs in an established genre. Therefore, it is a "list, missiles and spare parts refracking change when a new game appears that pointedly (required to effect repairs while in refrance to be categorised. refuses to be categorised.

been in RTS gamen. Up to four ten gets may also be tracked and. nesigned numbers, for ease of location. The object in the min nions is to juggle the warp engine's power output among the various systems in order to accomplish the mission objectives, which are not always combat- ... related - for instance, some mis-

sions may require the acouting of an area, or even the settling of arguments among freighter pilotel Upon returning to. space-clock after a mission, you say afforded the opportunity to repair your siar ship, or effect an upgrade refit, if available for your type of ship. You can also top up on shut



storie the game in the race selection screen, where each of the available roces is offered, From there, one is taken to the race's mainmenu, where new compalying may be station, in running onto continued. You are given the option to (and strongly recommended tol) attend essons at the Academy, whose young officers

are shown the ropes with the relevant weapons: and tection. Completion of the tutorials does not add to runk, but does reflect in the medals screen up a series of patches denoting training missions successfully completed. Starffeet Command features an element of strategy, in

that one will need to travel around the galactic sectors and complete variable numbers of attemore within them in order to capture these see lors for one's race. This sometimes involves choosing between enomies to attack, according to their styles, strengths and weaknesses. The pelitical situation is also mutable, and today is

enerty is not necessarily your for tomorrow. Attacking forces that are currently at peace is not usually a good idea. One's actions during the course of one's career largely determine the directions that career will take. Once in the mission, you are faced with an external, 30% view of your star skip and the apace around it. You can switch ctween the available comess. views, and have some control over angle and knowing. Att nterince ber down the left-hand side features all of the currently selected star ship's controls. These include the various officers who form your crew. Orders are based via these officers, who

include the Helm Officer, the Engineer, the Security Officer and the Weapons Officer, among others. The quality of your officers determines. the speed and decuracy with which your orders are carried and. Weapon systems can be assigned group numbers, much like lactical group numskips, trading wisting ones in, and commen deering experienced officers. This is achieved by: pending 'Presign Points', These are, useestially i form of currency, but it is totally abstract - itrepresents the political influence you, as a starhip commander, can exert within the military organisation you belong to, Prestige is earned by



the successive completion of missions. The desi or the mission, the bigger the bonus too, and to any enemy vessels are captured (by moons of transporting markes onto them) there is a bond ins well. Actions deemed inconsistent with your race's gools detract from the prestige carried,

Star Trek: Starffeet Command (Camana)

Another way to enex justige is by allows: ne officers to gain. reperience in the litter id duty, and then. trading them in As lins each inus then perhaps pipest the prescents 3D annelerators. through earner lie excel populared in constant to play. Visually, this June is very plant mi, if not speciacu-

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Jarly ouf luly evurbearing. The star ships are rendered in melicat naticulous detail, as are neteroids, stay-bours, planets and state. The occasional nativales are Planel inothtee i nothing abort of heautiful (though they do interière wen Jinfer ine with most star strip systems.). Unfortunately, for some obscure resides, objects would melade with a circular, not apherical, as one muid report in opene, sheetowave, which, coin identally, is always along the same plane as all the star ships - i.e. while recidence in 3D, this is, therall, a convention of a board game, and thus man is really depicted as 2D. However, another als may well have made this game too complex out It is, the intricacion are impressive. from an qualta point-of-view, Starflest Command offers all it needs to - deep, immer



diacs not feature full metien video bricfin git, or even anything dightly more radioast tary. All briefings are propertied puzzly an lest, which is a pity. but taking lots account the length and mumber of compaigns 2001, able, it would have been impossible to fit the ordire game and a videe bricking for each mission on a CD, 56th, on uncount omiralon

tions, incidentally

mentally enough.

Starffeet Command

The control interface is numerical unusual to in that it combines elements of real-timestoriegy interfaces with features normally found in action games of various types, The officers are entirolled by maters of hullens that activate various MFD's, frost politica which all actual author are insued: This hysiem affords control over ship venpons (se an individual or group level), wrapona for defence (e.g. setting phases to target incoming mistiles), but for beaus (including defensive anti-misrije functionality), transportus (used for importing out minm, for temporting maricus aboard evency vessels and for

transporting spare parts among phips), being amonds (including Various special manageryrus), 641 munications (for hailing other plaipe, planets, stations, etc.), seri sers (used for jamening targeting) systems, or to counter such tarre mine) and repairs to the ship.

Furthermore, all major commands can b quickly executed by means of shortest hot-keys, though these with not be learned

is in difficult to organize or ouplain the playshility of this particular game without actually demonstrating, Sulflor it to say that, despite the rather samples; soundly control interface (which is actually very efficient once one is familiar with it) the

part of the game is usually factic, the mission challenging and the ability to apprade one's hardware and personnet result in a very 'mid-playing style' addictiveness. Quite (iterally this game is hannedma to one's sleeping patternal

ALL GAMES REVIEWED ON

CREATIVE LABS BLASTER PREMIUM SYSTEM

The storytime is this not strictly living, but depends wither heavily on the player's actions Furthermore, one has some certical over one's: oweer, and so every game can be different - you may choose not to accept the invitation isto the special forces, or at least turn it down temperate ly. In eliber case, the type of missions you will, he flying will differ accordingly. This saids immentally to the replayability value of the

PAYENS UNDER FIRE

Starfleet Command also offers up to six-player multiplayer gaming. Players decide beforehand what ships and offices they will each play with A surprising amount of control is given over the starting conditions - for example, it is quite paspible to pit two very unesticked forces against each other (say, if you work to implement hand) orga, or specific, challenging somering, figures, play is also supported, also up to the players,



The pace of multiplayer games tends to approach the instant

One of the most impressive aspects of Starties Command in the share originality of the games As mentioned above, this game does not truly belong to any specific genre, but rather incorpo mice elements from flight simulature, role play ing games and earl-time strategy, as well at name truly unique features. It also manages to meant a "penuline" feeling of captaining a starthip from the Star Trek universe, as for an a flet lians setting can be alstralated. 🗐 in all, a very injáyable title with a refresitingly new themoand susprintegly low system requirements, offi ing many hours of entertainment and tons of fast-paced action. Especially highly recommend

BLASTER

ed for Trekkies, who will be impromed by the faithfulness with which all respects of the majousse have been entered

Star Ship Simulator

inni notifications, All natorial,

ministers carry a full instruc-

lar's voiceover, taking you stop

by step through all the instruc-

jiin minne effects abound within the game, and

applished with the movies and TV series. A full

much play ship controls award different - and

soundirack is featured, but he suce to part it

down a tad, otherwise you will not hear impor

d highly transmitted girine that should appeal not only in o hord Trokkies, bu wito to all sci-fi ribusionis, on well or player of lobbs less nous carebal factivi garres, hibraria menenges interes good sense of the nolifical and military mate in the Stor Re



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W heel of Time's story takes place before the actual book sories, in a time known or the Age of Legends. This allowed Legend the freedown needed for the game while not interfering with the actual story of the novels themselves, Unfortunately this means that you can't play any of lordon's famous characters such as Rand. This will disappoint a lot of fame, but on the otherhand keeps navel characters mystique alive and also prevents the game from being played as a

in the Age of Legends manking unwittingly released the Dark One into the world but were fortunate exough to seal litta away again, Solam his imprisonment he however lainted one half of the One Power so that only wamen can channel: stagic. Afterwards chaos followed as the worldunder re-established itself and the scale to his prison wase scattered to every somer of the world. Now four of the seel's locations have been discevered, and four opposing factions, have their own agendas for recovering the lost seals. One of these factions, known as the Whiteclania, have crossed the threshold and dared to invade the White Tower of the Ass. Sedal and steal from them while searching for

One of the scale. This comet go unpurished and the Amyzim Seat (Landar of the Ass Sodai) here:

self dispatches one of the ideter hood to recover the stolen artifacts. So begins a jourmay and an opic adverture late the world of the Wheel of Time so. YOM NOT OUT TO RECOVER the lost (tems of power. While it is not necess sary to have read the novels in the Wheel of Time series, I would hlyhly, advise it skille i adds slavasch more the game. It helps in

the understanding of the world and how the different factions relate. to each other as well as cover the history behind

the imprisonment of the Dark One and the prophetry of the Dragon. Definitely worth a look at if you enjoy the game and world രി Robert fordarം In WeT you play the role of Elayna, a young Acs Sedai alister who lian'i toor gifted

of the One

Power, but is

bleannd buyond

neurose in the said

of ancient artifacts

known as tec angel

have enormous power

weapons. The cashed way is understand in act

greal is to think of them as an item almilar to

magic wands. They have a certain amount of

charges for ceeting a very specific spell. As secti

ter'angreed can be used to cost specific spells, but

also spells that are more potent and complex in

decent number of weapons at your disposal and

available adds an element of strategy to

al every 5 minutes:

nature since the magic

of ages gone past were

so muck more power-

ful and created before

the taleting of the One.

Throughout the game

Elayna will encounter.

ter'angresi to utilise an

lefensive weapons in

niolen artefacia through

such famed places as

Shader Lagoth, Quite a

40 different mystical

oth offerulve and

her pursuit of the

the cursed city of

al. Thuse artefacts

Booking at a Wheel of Time is based on the monster that best selling fantasy book series by Robert Jordan who worked closely with won have only fair Legend Entertainment to re-create his. fantany world for virtual entertainment. about The end result is a game that brings a The one unique experience and a world that draws hark 🔯 is very close to its paper based the more cousin - Soul Assassin p stees Al.

While they are very good at dodging nitacios they still keep comisis nt you in an almost straight line making them easy to kill. They do however have one advantage and that is the fact that they are very well hidden expecially in the city Shadar

Logoth and will probably are you before you see them. Very often I found enyself saying, "Where the kell alld he came from?" This keeps the game play and your adress. line level on a high mate and you find yourself anenking through cuts

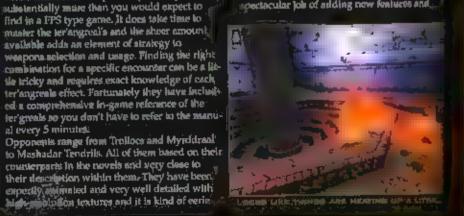
tain levels, checking behind avery corner just be make may that A MONHOT doesn't attack you front. mbled.

that Wol has intenduced are the strategy levels. On, these the garrie takes a bresic from the traditional PPS gameley and switches to a more state.

One unique

gic style of play as you place traps for your opponents. Everything from spike filled pits, it trapdoom, and walls for herding your apponent. have been provided. The method of placing all these traps is intuitive in itself as you walk through the level in fleet person simply clicking on the desired trup and placing it within your wine. Of source you are limited by time unlies long you can dawdle with all the various trapsbefore the invading force enters and tries to the your head home as a trophy. By adding these evels Legend has greatly incremed the playels ity and enjoyment of Wo'l, especially if you are an of strategy genue.

As everyone should probably knew Legend Entertainment licensed the Unreal engine in hi creation of The Wheel of Time and they did a. spectacular job of adding new features and





A REALLY BIR ST



unhanding this protect capabilities of the engine. Been place a year and a half the Unexal augino mill heats openingular proving that it was no paging before its time. The in-game somes lead: magnificant and estime all of the special effects mich se dynamic and coloured light sources, militie water affects, maying unit retains lymbo, complex guaranty and a particle sys-ion that provides realistic smake and openion he explosion effects. There is even support for them, and and what to odd storophore to be

lageral allow crossingly a rich set of sendance that being the varying levels to his. From the glocus; appearance of Shedar Lagoth to the magnificant jointeen of the Clindels - each his best expectly inade with awa lemploing ambitacture and detailed testures. Even the statementment playly tectured although the sprints used for luce and flavour do detract front the realism and it would have been better if legand with 30 models for these.

He all lenow that the United angine has had in share of problems - must notably naturaling orformance leaves and the lack of DirectSO and SpenGL support. Fortunable

the network performance has large polity remedies aged that his

the performance of the engine under OpenGL and Direct3D. Since the release of Usual last year Epic has added support for these API's but they mill sken't perform as well as Glide. This is unfortunate and I really with that there modes had better optimisation. Even on a 450 MHz Puntinus II with 138 MB RAM and a GeForce cord the game rows shower than a similar system with a Vocales-S based cord. It is said to say that this must bring down the graphical score and U really had hoped that Epic aurted out the pur-formance image with Direct3D and OpenClass helow the release of WoTi

The Union employ has always excelled with its support for mond setting ambient succeds and it is no different in WaT. From chirping of hirds and blowing winds in outdoor areas to the other ing festicips and bursthing of mounters in Indeer levels - each adding to the overall real isso and almosphere of WeT. The americ also adds to the mood of Well and Legend approached Robert Burry and Lief Surbyc who are known for their Celtic/Rock sound to compene music for the game. For pumpective level designers the Well level editor has been lectured on the CD for you to use and abuse in the protest of crosting your own levels and maybe one day create levels that might match those of the Legend level designous (Wall we can drawn cant we?). Including editors or making them available to the public has become commo

place there days, but what makes the WoT.

ALL GAMES REVIEWED ON

eclitic interesting is its own of sec and very well detailed help film. It is well autod for beginners and, reterans allor and definites. ly worth a look at if you, purchase the game. Programs the perspective of a fan of Robert, ander's carrie The Wheel of Daniel de La Cartella for any syld mader of his خمار البجية مفكرير pavar haad of (Indust location, We'l'

juga litt m

garrie built

Lipon one of

worlds ever imagined. It offers some unique gameplay olements, excellent graphick an excit-ing smiltiglayer, aspect level a progressive story full of

intrigue. WoT is definitely. one of the better games is come out this year and the linest no fee to utilise the Upreal engine. So if it meets with your requisi mente in a game make pure to purchase a copy, you won't regret it.

BLASTER CREATIVE LABS BLASTER PREMIUM SYSTEM

First Person Shoole

The Wheel of Toron terses you linto one of the most intriguing worlds ever created in turbey poyel series and is leased an the world of Robert Jerdon, Unique gerreplay elements youd graphics and sound and the Unread engine make this goods e winner. Sadly Direct3D and OpenGL timieston is pear and guld have been botter



REVIEWS UNDER FIRE

egacy of Kain: Soul Reaver is a gene with a rich and complex bacing count. Set in the ceric city of Noogoth, the generately the late of Raziel, a vampine cronted by the evil Kata, who makes the mistake of physically surpassing his master by graving but-like wings. The result for his "treeson" is a death sentence, which is corried, ant by custing Razini into the Airysi, a mostphone of middless.

glowing WARM. Being a VARIPIA this is fatal to the hero... however, samehow he is reborn as the Sout Reaver, whose took It is to rid the world of the curse of vampine and, ultimately, their cyll and twisted sysster. But things have changed. Firstly, Raniel's body is no lunger what it used to has no the Soul Reaver

Vample fiction has syswall many he inhabite a broperiations on the theme of blood drinking most ken form sters who cannot stand in the light of the sun. From Brahm Stoker's gothic, solitary Dracula to the more contemperary, secial vampires of Anne Rice's Vampire Chronicles, to the techno-freakish super bad guys of The Lost Boys and Blade, or even just the plain weirdness of Tamatine's From Duck to Dawn, vampires have been represented in many ways and forms. And few horrific monators prove as popular as those undeed blood drinkers. New, Crystal Dynamics, along with Eidos, are adding their slant to the ever-grawing pool of rempire myth and legend with their new title, Legeny of Kain: Soul Reaver. However, this mythology is unlike may you have ever some before. he la art

intrational photo off docay, Secondly, he say longer thirets for bland, as he and when he lived as a vamples. He new leads an abuse particularly those souls trapped in the bodies of employs. The act of his "feeding" on our oflique souls effectively force it, so that it can be minimoduced into the weave of the common. Rexiel to not the only thing to have undergone clumps, in the milicania that it took him to be suborn, the city of Nongoth has become warped and suined, the once proud glory laid here by the vacapines that rampage through it. These vacas





pires, too, have been aftered by time, and have become gassacrae monsters, Rutiel's task leads Irim through Neegosh, through its main streets and its sewers, from once proud palaces to dark praveyands, in search of the masters of these... rampines, life secont slay each for turn before fill

mark and trough

of lone than arrowry matters, last it is no intriguing tale that apploids arment Raniel on you

pulde him through the game. Of

particular interest is the university

slant that developers, Crystel Dynamics have taken on the which

ampite mythology. Here we have not

few isolated creatures of the night.

but makes a tuling class of

blood drinking monstern,

still living in Nosgoth have

thurnselves sealed inside a: great citadel for protec-

tion; those that wander

out are invertably stain.

Speaking of Specity, Mosgoth

wanderful place, and serves as a

perfect backdrop for this game. It

too, is a statutge and darkly

that corrupt overything

they come in contact

selth. The few humans

ing the dread Kaines. The whole concept behind Soul Reaver was something that I personally found

ricange neo-gothic feel incorporates architecturi. slements from several major cultures, ranging from medieval German to traditional Muslim ii design. One of the main features of the game, which relates quite directly to settling, is time facthat Raniel can exist on one of two planes; the material plane (or real world) and the Spectral place - the land of the dead. Sustaining his form in the real world is difficult for Rasiel, and he must feed often to make sure that he can have

Arwever. should he be "killed" on the pkysi gai plane, he returns in the Spectral Resim, where he is: practically interiorini. Here he can ford, and: juturn to the physical realist from specified warp some. The visual ramifications of them two places are quite huge. Effectively, every inch of Norgoth had to be mapped hylets lice, the Spectral Reales renumbles the phys ical, but only to a degree. Things are: warped here, and offen traversing certain acess depends solely on what realist Razini, currently inhabits. But I can how the question coming. You, Raziel is immortal. He cannot die. Ever, What

inis means in game jarres is that Raziel, 🗹 🗼 defeated on the physical plane, simply returns to the Spectral place to justice strong by feel-ing. Should be be defected here, the effect in that the player has to start the gares; from the point where Raniel was renter tected - the beginning of the game, to it speak. However, any lanka that Raulet has numbered up to that point may that way . It is put so much a matter of restorting the good is it in one of going back to where you came from like them, what's the point? If you cannot the man to speak, where is the challenge? In

ampresent to this] would like to point out that: Sand Renver b not a combin game, Yes, I has late of fighting la I with gory ways to kill

and copious assessment of blood apraying all over the place. But the crust of the game does not lie in fighting. It lies in problem solving. At the risk of seeming leite, it could quite simply he said that Soul Reaver is a piecele. game with the added elements of combiet, magic and a great storp But in reality it is no much man The developers have made every

effort of making combat part of the puzzle too. There are only few ways to permanently off: vampires, and gaining a tactical advantage wer fees can be your when there are late of

tegacy of Kain: Soul Reaver

pinging in lift and the fey laquidag_{eth} City of Distriction appead. But Rashil has idends in water lin, melight and spiky things hung in walls, and can udine any of them in dispense of the memins, Spessking and long spage inchet, in the lower of throwing lexipal chin wa grange mounted, giving

lik player a wide range of aptions for combut. Graphically, Scall Rover is a sight to behold. The images and sedmations run sympothily, and are of a very high,



RASIN ARIOTE HIS PRINT ASSESSED

quality. The developers managed to attain a bourtful justispeoition of stubress and bright orious (in the form of special effects) and have

in short, come up with a game that is visually pleasing in. every single way. Climping problems do occur, but this

Halvardorus



suitant lie lie i الوط أمسوراني with 3D games and is the street by dint of #-occurring ever volume, gather negligible. On the sound front, this geriet is va douch, with de Security Page bled, sharp clarge and the like, all presents well and clearly The absence o mande la Soid

Reaver is quite conspicuous - however, the inclision on a musical source may quite possibly have respond sumething from the overall effect of the jame. And the game is not totally devote of ulc. That which is there is need; and perfectly hand to the crossil atmosphere of the game. Taking Raziel through Neugoth is basically a keyboard or game pad matter. The controls are himple mough to group quickly, if you're making use of the default keyboard communical, that are pleased comfortably on the keyboard, Recause Soul Regret came out on PlayStation before the PC varsion became available, the controls are simple and few, yet toke care all every eventur by that occurs in the yame with a minimum of effort and tapping of keys. Thankfully, Soul Reaver was developed for the

PC and PSX more or less simultaneously, and will don't get the usual problems inherent in convent-ing PSX must to PC - bad graphics, postcactual and other general problems. However, one saild amonymore that tales some getting used to it the system that Soul Reaver uses for poring a game, Instead of boing able to re-enter the game of any neve potes, Raziel always storts. at his resurrection point. However, a convenient system of portals analyses the player to quickly seturn to the point where he last caved. It's not ideal, but it works. Unfortunately, Soul Ren'ts has a few stability problems that resul in the game ending quite abruptly, and generally before the player warsts it in. A



REMENS UNDER FIRE

gyaitable on last month's NAC cover CD. Soul Reaver in in naturality day, a mail that prod-ner, it is challenging, fun, druptesting, impressive and introductingly addictive. Many people may find it to be disturbing, with in high level of vis-lance and quantionable subject matter. Na doubt the righteous will find some strange and rather spurious religious link to the fact that Razlel. levenes souls, but we can't mane reponsibility for

their current mindedness. instead, we should just sit hack, relax and color one of the better paras that $L_{\rm s}$

paich is syntable, however, from Eldas' home page (www.cides.com) and is else

ALL CAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM



REVIEWS UNDER FIRE

When Valve assounced that the add-set for their Game of the Year namely Half-Life were being handled by a company called Generally, no one could blame Half-Life supporters for being a tad scaptical. There was no need for that, as Half-Life Opposing Forces matches and rather excels on the original Half-Life, and offens a totally different perspective from the one we experienced through the eyes of Morgan Freeman.

H on data one create as add-the selectors of advantables, and allic y intermitation (i and the rate.

Precents had a minity had day it. the lab and had to availe letterpercentrial silens, Marinas, Special

Forces and good old Mother Nature, Gearbon decided to offer a new perspective through the

ayes of a marine soldier As a marino, you underwent months or maybe years of internal training le prepare you to fact: may problem one can find on the battlefield, but nothing could pre-pire you for the order! that lay about in Opposing Porces pro-vides a training area in the form of Boot Carrie where all the new Meapers and inches sin introduced. As a

macine, you are self allone. Other marines stay flight alongside yes, and engineers and medion are there to help yes.

through the tight spots. Whether it's madical elication you ar your loam mood, ar a scaled. dear that the engineer CHA OPEN WITH HE MONTH terch and long-life class public. The electrose black makes Opposing Forces such a theilling advanhice, is that everything in telech piffer, part par leir maw, vast open. more, entirely new 169 the with one or fwis-

femiliar apole, and every more enticing puzzles to solve and obstacles kill evercome. During training you become familiar with the use of super, and one can now use them to avelag over obstacles ar to jump to other topos, losagine Tazano packing with soone imi mus hardware and funky came.

ALFELIE **OPPOSING FORCE**

way, your marice will get his burde on the M24P

Squad Automatic Weepon or SAW, a heavy poncising light machine gun, the rack et latencher, the kemington snipsé siéte and a hard hitting and gy wesport. There are Paris aloct seren cale ed from allen technolo-By such as the Barracle. grappling book that will attach to any operate surface, and ill a blancing for gutting out of the way quickly

or to much high spots. The good of all alleight and Glock is also back, but the greatest new warpen is on allen.

one that melanger to firm a very lethal energ gy bolt. Opposing Corner starts off with you and your squid on roug way to the desert in an Coping till-rolot MANAPORT, AND MANAGEMENT Heig that great allo-, ryline, things on bed very quickly. Soon you will find yourself trying to figure out what happened, and alm to: rejoint your troops. Net

andy me alten helogic trying to digust or males. you find some of your mates, and move through some bair-mining abbinishes and buttles that

struct be seen to be appreciated/ Things are more difficult now, and as a marker you will need in then your wit as much as your Comprises to beauty the microbial Cun turrets and even usesbig provincial interchery are known to help ran engago yank transistas of erric

The levels and graphles retain the citatic feel from the original Helf-Life, but add more detail. and dynamic menuty at times. The object models spens many detailed as well, and Pregmen can thank his tucky stars that he didn't much some of the nactor you will find on your way. The allent are much exore lettral navy, and pose a sectous. challenge to even hardened players. The Al for the tramers is essentially the same as in the original ical, sithough the new team AI is a welcome addition, Unfortunately your squadder have some resversant problems, and once it a while they will get stuck in some invisible clusterie the incorrect you need them must, and while they're quite sateful in the larger battles, they can unally, recome a riplicance in close guarter hattles, Multiplayer in Opposing Forces doesn't differ



NOT YOU ANALYS

much from Half-late, and office some new livings and weapons, but sacing that most modifica-fiors are brought out for Half-Life, the add-orsistem's offer anything really new for multiplay at Opposing Forces installs as a most for tink. Life, so one still seeds to have the original. contilled. As a single player experience, Opposing Paress offers muce of the wholesome

goodness we felt during Half-Life, and is definitely worthwhile for owners of the origin nal. Thombs up to Gentler











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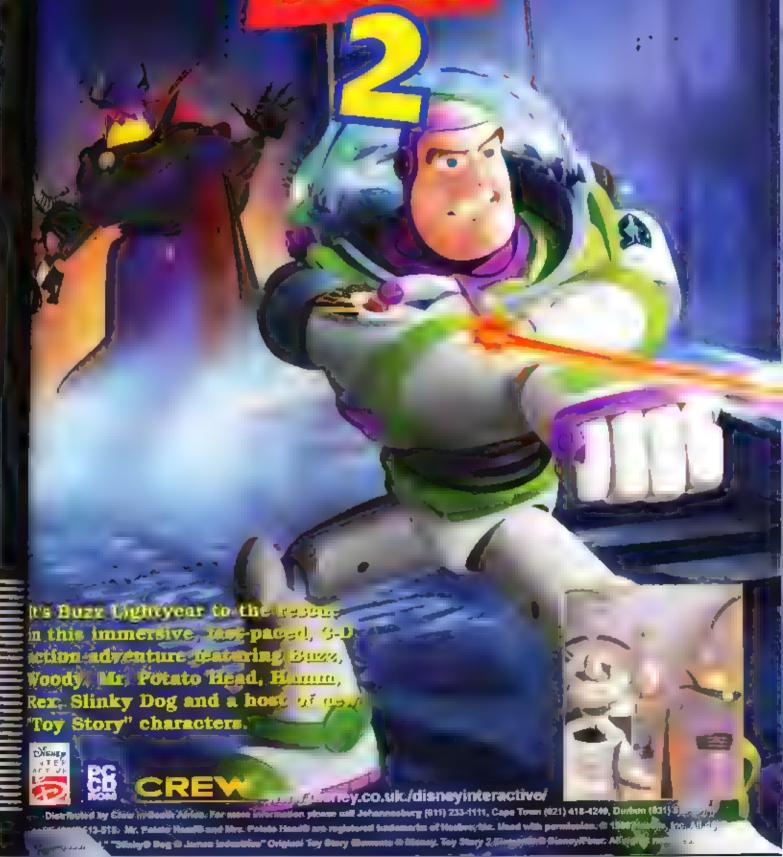
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ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM



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Let's face it. There are times when a quick game of something simple yet fun is just what the doctor ordered. To this end, Windows based games are about the best source of a gaming-fix to be found. You know those times when the work has just got loo much, and you need something relaxing to reset the old brain a bit, while keeping the option of alt labbing back to a work program should the boss decide to make his rounds. Family Fun has made the whole spectrum of Windows games. all that much easier and wider - by producing a range of Windows based gaines for the discerning office gamer. These tilles, crammed that of evaluation versions of some really great Windows games, are an absolute sieal at the pallry price of R99, 13 each, and will keep the old office PC ticking over with fun and excitement

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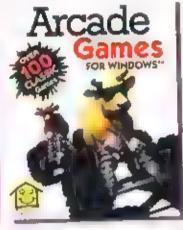
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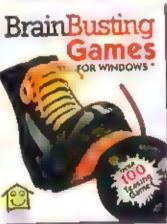
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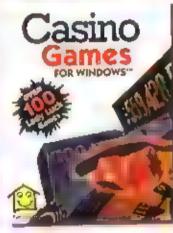


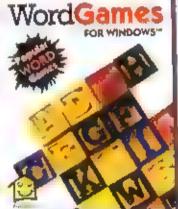












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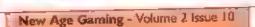
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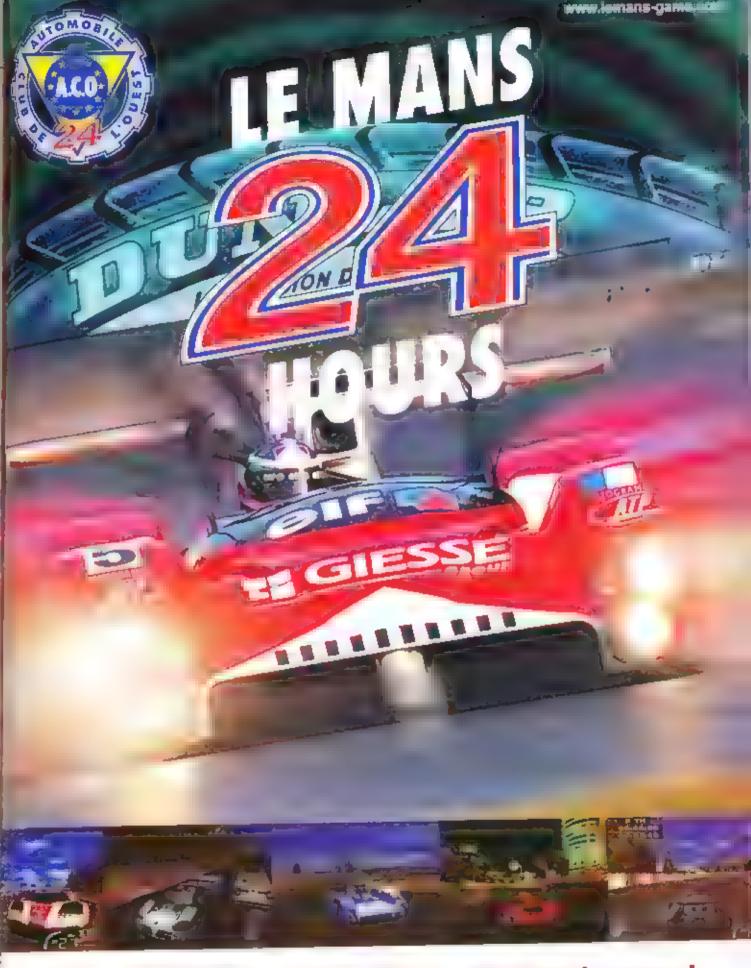
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REVIEWS:UNDÉRGIRE

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Xena: Warrior Princess (Continued)



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REVIEWSTUNDERFIRE

The inevitable sequel to one of last year's better 3D platform games has finally arrived, it stars a small purple dragon and his dragonfly sidekick on yet another set of perilous missions. The developers have pulled out all the stops here and for a sequel the game does nothing but impress. The real success of this attempt lies in the fact that if you consider the first game it simply pales in comparison, everything has received a new coat of dragon scales and the good news is that you can still fry the

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REVIEWSUNDERFIRE

Wrestling games appear to be the 'm' thing these days and as soon as one is released, a competitor with another product in never far behind. Interestingly enough, WCW Mayhem comes from the Electronic Arts stable so you'd expect comothing spor cial, considering their muck record. But can it compute on the same level as the excellent WWF Attitude?

inst things is first, I won't be pulling any punches just because this is Ejectronic Aris" first attempt sta wreating game, now that we've got that out of the way I'll get on with the review. As one would expect, WCW Mayherst offers most things a wrestling game should, it has a 'carear' mode, exhibition matches of various sorts and a Create-a-Wrestler feature. All it needs to compute with the big guest, right? Theoretically, yes, However, EA have produced a bit of a mixed bag, unfortunately the better part: of the edictore len't that great, WCW games have in history on the PlayStation - tradition dictator that they are usually sub standard places of cultbish that would disappoint oven the most devote ed of fees. Ti3Q managed to waste their WCW license with games like WCW vs., the World and WCW Nitro that didn't really impress anyone. Electronic Arts hoped to change all that with Mayhemi but overall. Altitude allii comes out on,

life. The rester is divided up into separate 'factions' such as WCW, the two N.W.O.'s (Black, white and Wolfpac), the 4 Horseman and the entiserweights. No. problems these, variety sever hurt a

Maybem offers a variety of stiodes, not quite as autensive as Attitude, but neverhelous it does give you a bit of a choice; You can play the Maio Event where you nei up nay maich between any wrestiers with your choice of rules. On other are tag team, handicap, four way, battle royal and standard I as I matches with few rains you can charge such etc. making the match a 'pinialis count anywhere's

cause out or weapons

Rayen's Rules (Re DQ, no count

out, plan count anywhere) - nothing

compared to the union to which you could cut-

jamise Attitude's match parameters. It would be

match included, and I don't know how life man-

per match though). Unfortunately, all the back

stage areas look 'Rat' and are poorly drawn. It-

Then you have to defend your tilles few times before you

aged to leave out a cage match, the cage has become a 'staple' feature of madern wreating garned The most languages feature of Mayhest would be the inclusion of lighting on the ran-

been nice to see the equivalent of a tornado



move up to the 'tep' division. Once again, you start as the fifth contender, once you have bester the other 4 you earn the right to challenge for the WCW World Heavyweight Championship Once you've done that, you've won! Once again the Mayhem version of

carear made offers less diversity than its WW) manterpart, all the matches are singles matches with starlard rutes and there are no grudge' matches to make year progreation through the ranks slightly more interesting. The main objective of the Quest is to urdock the hidden wreatiers, which is accomplished by winnicing the games on dif-

forms difficulty settings with wreations in a different weight classes.

cloction of wrentlers, including hidden once, and boasts a router with more than 50 names on it. All the old favourites like the mysterious Sting, former WWF man But Hart and the baiding "Inflywood" Hulk Hogan are presend. Also on offer are a number of Jobburn, some of which are hidden, (jobber is wrestling jargen) for someone who gets gold to lose to everyone else). Why EA hothered butting them in 1 don't know, it's nill an though anyone is going to get mally excited about being able to play as a aldo-

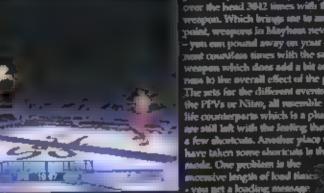
would've been nice to see some more detail in that aspect of the game. Backstage, weapons do show feels who has never won a match in his twice the damage and if you manage to get your hands on this electric cattle prod (my personal) lavenarite) you can shock your adversary and cause him four times the damage! Quest for the Hest seen you start at the bottom. of the ladder where you have to first fight five other wrestless for the right to call yourself the TV champion. Once you've accom-plished that you move up to the US Heavyweight ladder where, you once again have to heat 5 different opponents to becatte the LE Heavyweight champion

Quite a next little feature that has been imple match. You can also play with mented in WCW Maybern is the PPV Pantword mude. While Mayhem doesn't let you create YOUR OWN Pay Per Vlowe, you can recreate any cent life WCW PPV everse by entering pose-wards you will find at the WCW Mayhors web nite. The password unity stede also functions as the cheet entry mode, where you can unlock all the hidden wreatlers without going through all the pain of actually witning the Quant made: " Even though this desen't quite manpensate for the lack of a create-a-PPV feature it does add its way and 12 backstage areas (you can only account escriberes Hartyn adi

What old you my my make was.
Graphically, WCW Mayhem far from excellChameten look generic for the most part, with



WCW Mayhem (Continued)





TALE HE HE O'COM LESS SHOREASS SHARWING



their faces being motion captured. The characture' shapes are pointed and rough, the crowd, are a lifetess blue of colours and the usual frontiers name clipping wrote one present, such ingrementary supplies right through the sopes of well as the odd hand going smalght through your opponent. Wrestless server bleed, even life you have just smashed your opposess! over the head 3012 times with the some recipen. Which brings me to another paint, weapons in Mayhout never been! you our pound away on your oppo-nout counties times with the same weepon which does add a bit of cheapness to the overall effect of the game. The sets for the different events, such at the PPVs or Nitre, all suscende their real life counterparts which is a plus but you are still left with the leading that EA took a few electrosis. Another place where EA. have taken some shortests in the creation.

meentive length of lend times
you get a leading message every time you change a fer ture of year creation. While the creation mode does let you customine your wrestler's facial features, clothing etc. the aptions on offer are limited. You am select a bainstyle and colour, as well as quite a role tion of marks but when it commiss to shipts and so on these is very little to choose from In the and you will probably at ay with many of a patch job freak than anyone resembling anything you might have only inally wanted it to. You can antign attributes to your creation in several sections

although I have absolutely to idea has to obtain extra points. Another annoying 'foulure' of the creation mode to the lackof being able to choose the individual moves for your westlet - you are limited to the move sets of the 'roul' wanties. An interesting point is that Maybem has an exceptionally law ma-bur of moves, you will find the same moves assigned to a marrier of warniers, the only end diversity being in their finishers. All moves are perfer from a propple, usually only requiring a single bustom prote which banically makes the game into a 'who can push the bustom first' carriest, bear in mind that Relations are no exception. The gam

conveniently lets you know when you can pin your opponent with a 'Proisk I'llm' mon-logic, a la Morial Kombat.

Commonitory is affected by the date of Triny Schlorums and Robby "The Brain" Heenen, Occ again, EA have attempted to rip off WWF.

Ambania with "The Brain" appearing to think he is Jerry Lawler,

シュ・シュン ゴ , , D ユ:(L と場)

Numerous falled attempts at humour comple ment the 'action' and Hechan's appetite for via lence is a clear rip off of the King.

Tony Schlavone's mindless blabbering hardly parter as play by play and often the commen-tary trails behind the action, which is nothing short of leritating. Lack of verbal taunts from the wreathers haves little to lines to during the match, unless you specifically enjoy ground of pain from the apposition you'd be better off lin-tening to your favourite CD or radio platten due



When you combine the obvious flavor of the game and the fact that no one is South Africa actually lengths anything about WCW you are

left with a rotten game.
While in the own right it is mediocre, when compared to the likes of Attitude you malise how.

it may be EA's first altempt but as Tve almodit naid, that is no grounds for me to pull my punction and if EA want to stand any chance against the opposition they are going to have to do better than this. The only people who might possibly find some form of enjoyment in WCW Maybeen are dis-hard wreating fare, especially if they know WCW. It's not much fun to play it game with characters you've never based of avan though there are a few WWF ald boys like. Beet Hart, Kevin Nash and Scott Hall. If you're a prestling fan, you'd be better off with Attitude. Maybeen offers little in the way of innovation of replayability. It may have been good 2 years ago but it stands no chance against today's competi



REVIEWSIUNDERFIRE

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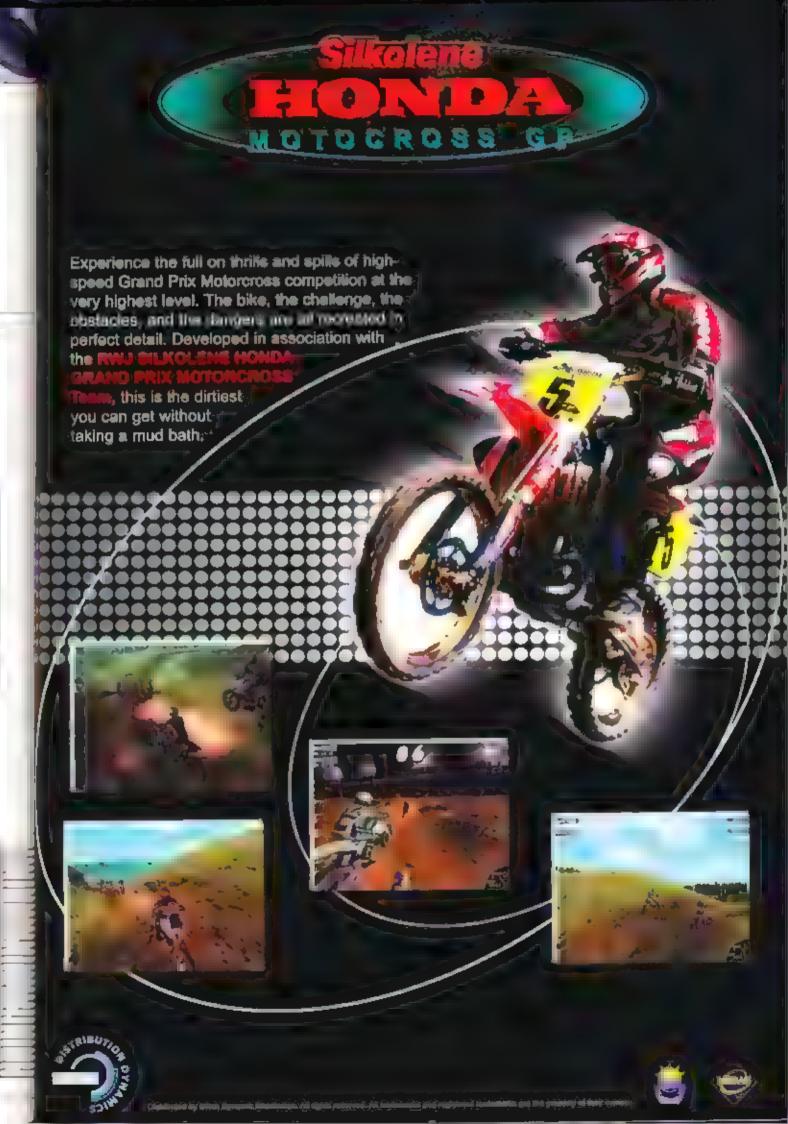
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REVIEWS UNDER FIRE

He's a twenty year old yellow half that eats pelicts and dodges ghosts for a living, he was amond when a game of space invaders still sounded tike a good dea, he is been the inspiration of a thousand different video games. Say he to to l'ac-Man It has been a long twenty years since we saw the first Pac-Man areade machine, now Pac-Man is back and looking as good as ever

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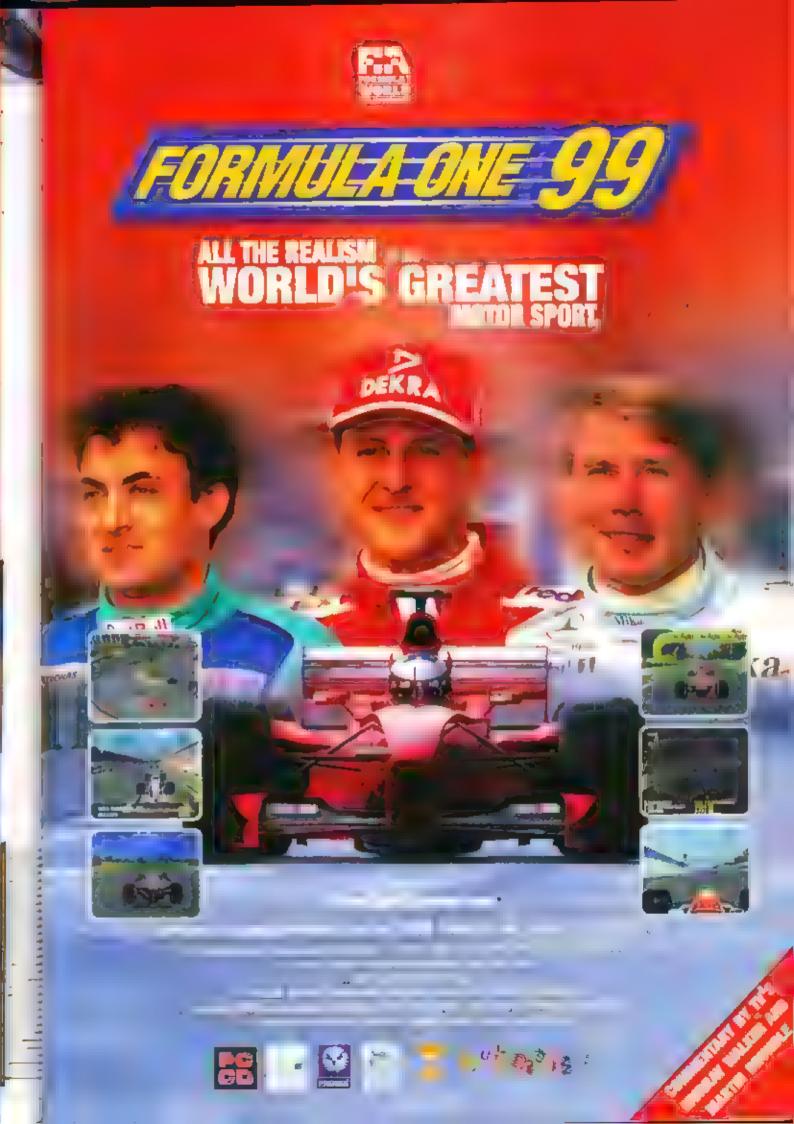
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REVIEWSEUNDERFIRE

Here we go again, another racing game for the P ayStation, just another life to add to the ever-growing list of racing simulators for the console market. It seems that these games are really popular, because every developer appears to be churning them. out at an atarming rate. But how much racing can one relatively sane individual take? I mean, really, after seeing so many rac ang tracks, so many cars, so much of the same thing, they kind of all just blur into one big rush of twists, turns and prangs. How good can another game be?

Yes Usman Live - These are a ring or say April a Bass of cause and shore use the appropriate to the terminal and all has be Placked and the house to a little tem y must hard early I be not be be planted in the expression has a mining against charge games or barth at the the not the over ingress, are only a like or

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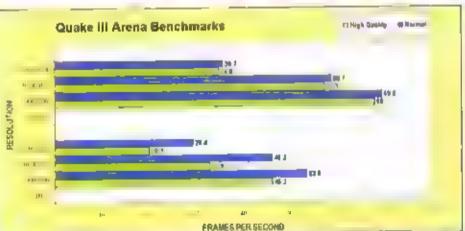
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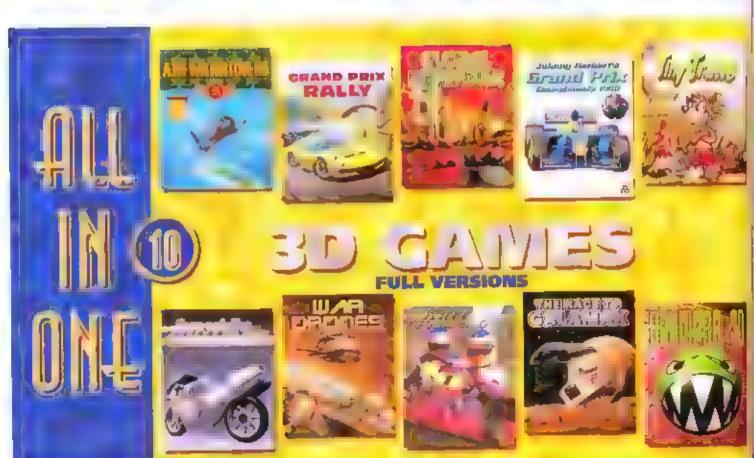
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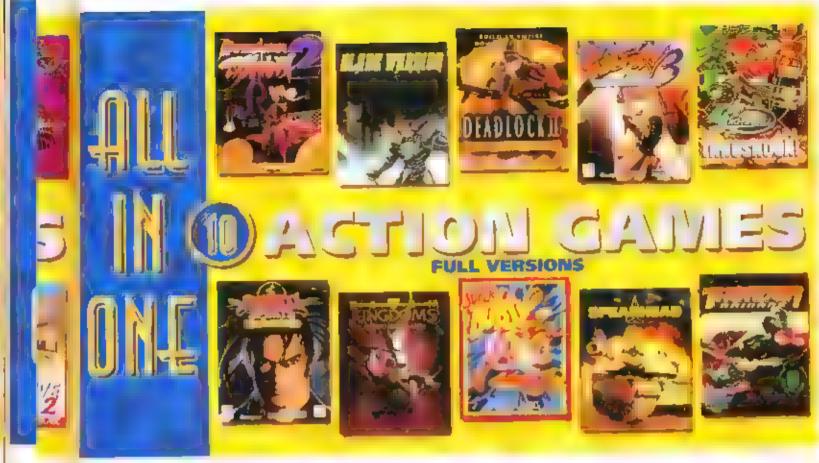
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Gamer's League of South Africa Goos Airborne

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note. People from all-walks of the young and old, were able to

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le norbanes ols until we had Congratulations proour first virtual wirden where who each walked sway with EA game and caps: Many shanks from their CLSA goes out to \$10 spensors on the day. for making it an overwhelming.sw cess, so much so that we have been given a for the shows to came, See you theil senia Bent year.



APPROVAL



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The Deme Scene

d software gave the Quake community a nice present just lasfore Christmas last year - the complete source to Quake 1, Gli Quake, QuakeWorld and

WinQuake. The same is licensed under the GNU General Public License which is the same license input of the Licens operating sys-ture code to released under Legalate saids, it means the child is free for use in both constructed

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point.

Qualit is pussibly one of the most popular
games ever, given in following on the Net. The
Guinnass Book of Records line it as the gunning

Big Mows: Flee 3D Engine!

BY PAUL FURBER

A FINE GTO WWW BURF TO DEMOS BA JEMO DE ROUPS DOM AZ . MIC VERICK CO ZA

game's supplementary programs work. These were released just after the game likelf and include the tools for counting, lighting and saving maps and characters The code for drawing levels is pretty incomprehendible unland you know that Quelo lavels and compressed USF trans with some additional information stayed at such the made for speed purposes. The reason neitware Quake was so fast on a P-75 was mainly due to the clever design of the ievels. Ameribler junicies will bi sappy: three's also about 18 800

Unter of opti∈ in AbleT for-

over 100 000 lines of code, the source to Quake is desidedly repelyival. Restorm

1 min at 12 min 12 min 12 min



the source misuse, plenty of scope was available the change supecie of Quake since the game legic was available in source form. But the scioul rece, stering angine was hidden in binary form only. You wase stuck with any Hestantons & had. This didn't step buckers acreer the world from mak-ing all kinds of ismovative addi-

Fingenments of all this should be happy. Refore

hiors to like game, but they were lighted by what they could do." No longer, The whole source is available for free, including the OpenGL code, the Quakerfoold client prediction and secret indicated the core game ungirel

n 20 240 PAGE 38 has been and the management of the state of at so that has provided to be seen or of particles and the second of the second District of the column of the

while the largest full modify. This is thunks well'dy to the hoge reamber of web after directed in All nameds of the game - playing it, playing against.
Others on the Net, or making your own modifiunitons to it, but could also be because it really. he against the best passes were wellen.

game programming his tory over two years to put together, and that not counting the GL cade or the activation evennenia primeduced in the multiples ar-only QuakeWorld that were added later. There are also no indep es, no hints of where to mart looking and no. overall map of how li film toppether. Wat though veen't take long to opting up on the Net

Healf - compoments which would have поист соврів п incillate dia Nacri lis Nounee li yeli wanted them: four years ne But traue net some calcines for all would be Qualse close manheart. The shuide cade tould in citización

e for an early example. I reckon it will take six months or less: for nomence to same out with a free gume based the source, But If you're a beginner games as: done programmer, it's not a good place to start looking for bints. Sure, there are planty of gents: placticed polygon drawing code in assemblar. clever optimisations for level drawing, a brilliant Z-bullet implementation and all the networking ande you could ever need for your own game. But there are still no short-cuts to being the mint Caranacki

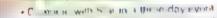
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Important Information

This section is for PlayStation exclusively, PC gamers please see the cover CD where we piece any new chests for PC games. The archive on the CD is engoing and contains all PC cheets to date, in the future we may consider piscing a PisyStation chest archive on the CO.

Spyro 2: Gateway to Glimmer

Sen the Crash Team Racing Demo At the intro many screen, hold 41. R2. and press Square.



Resident Evil 3: Nemesia

Milling Nemosia

If you can, try and kill (disable) nominois at every opportunity you get Every time you manage to kill him, he will drop an itom for you. The items he drops are as follows. let time: Eagle part A

Ind time: Magie part B 3rd time: First Ald Kit

4th time: M37 part A 5th Cime: 817 part B

6th time: Pirst Aid Kit

7th timer Unlimited Amminition Ric The Engle parts combine to form the Engle 6.0 handgun. It fires 9mm bullete and has a chance of country n 'critical' bit. This 'critical' nit will kill any non-bose opposent with one shot, but it happens randomiv

The M37 parts remains to form the Mil Western Custom Sho gun, This is a shotqun a little bigger than a pistol and has a very good rate of fire. It only stores & shots of 12 gauge, but is still a very good

The United Ammo Kit can be come pined with only yeapon in your areanal to dive it in initial ammuni-ion, combining it with the Magnum is the best option.

Mercenery Mode

Beat the game on hard and you'll sel marcesary mode.

Explosive Stuff

During the gume you will new sticks



of dynam to strapped to the walls, or oll drums lying around, Unnally there are a lot of monsters by them. When you mue them, press 12 and X and it will aim to the objects and blow it and all of the messters around it into bits. Just don't get too close to the explosive, or you will blow up.

Bout Loue Key

Beat the game once on otther ditt only and after the credits, you will got a key for the bootique in the first street in the beginning of the game. When you go inside you can change your clothes to Rogins's from Bino Crisis, or Jill's blue ciothes from the first pass.

Baying Ammo In the beginning fired will get attacked by a zomole is the bar. He will throw him and the combine will come wook at him. Jill will run over, you will take control, Don't help fired hill the rombie. You will save 5 to 7 shots if you don't

The shotgun can be your best Ir end avainst normal combles, when they come in small pumbers or ainule tile, aim and wait until they are



almost on you and fire once for an instant, brain exp willing head shot, or aim straight at a group to hit a wide spread of targets.

Con't be ofted to run away very fast, expecially when you're low on ammer or when you're focing Numesis in the Parlier parts of the queen Hand-to hand combat with the calfe against those enemies is never a good idea.

The Magnum almost always unleagher an Instant death head shet on sombies, but the ammunition for it in peares post of the way, so it pays to save it for labar.

Recause you got branching choices for certain events, 4 ways pay netention to your environment for clues to how the choices might lead they inevitably trigger an FMV sequence that shows Jill aucaping In the fashion you selected, Most of the time, the outcomes are predistable, and usually your choice doesn't particularly matter to the

rest of the come. Got the STARS Card When who first ancounter Nemes a

PLAYSTATION CHEATS

cutaide the police station, chause is fight the mometer. Then run to Brad a body and search him for the nand rose. Check the item and you will get a start card. You can less that in the computer in the me to hallway for the safe code.

Get the Rocket Launchez

To get the rocket launcher, you must first defeat Nemeric in the darbage d aposal area to get the card key, and then take the facility key to the mochine that is next to the place where you put in the water sample, the the facility key in the ultraviolat ray machine and it will put codes on it. You can then recurn to the room with the steam coming out of the pipes and go on the elevator, use the facility key at the door at the end and you will get the Rocket Laurehor.

Find Hostages In the mini-game mercenasian you must save 6 hostages.

1 - Dario Museo - He's in the gas station. I - Noman - Sho in in the upstairs

rose of the press office.) - Brod - In the basement of the restaurant.

4 . Officer Branaugh He's in the area where you find the fuse 5 - Umbrelle team member - In the area where you find the oil addi-Live.

6 - Dedreslia team morebur - In the DAY.

Tomb Raider 4: The Last Revelation

Atomic Lars

Turne Lara's pistol into a nuclear missile (womehor During the title percen loader ofter tl. Ll. L. Triangle, Circle, Circle, X X, X, K. Ri. Rt. 12, 12, 3quare, Alter that you have to get to the second. level and pick up the shotour memo in the tomb when you don't have a cholgon then go to your inventory and click on the shotgun ammo and it will be your pinter and then press L1, 1d, L1, L2, L2, L3, L3, LD. R1 RT R1, R1, R1, R2, R2, R3 then put it away and take it out again. It will then sheet nuclear

Gold Skulls in the Training Level In the very beginning walk to your



left on a little up and you should find a golden skull. When he is teaching you the running lump automatically fall to the back and you smould get another skull.

Lavel Skip

Turn Larg emailing North according to her compess, then enter the investory screen, Highlight the 'Load Game' selection, hold Li + Li . R1 + R2 · Up and press Triangle. Note: A good way to have lare face exactly North is to have her hang from a lodge that is facing Barth. Then while continuing to hand from the ledge, press Select to enter the lewestory screen.

All Weapone, Infinite Assumition. Medipacke

Turn ware exactly North according to her compass, then enter the inventory screen. Highlight the Small Hedipack acception, hold L1 - L2 + R1 + B2 + Up and pross Triangle.

All Items Purh Lars exactly North according to her company, then under the inventory screen. Highlight the 'Large Wed pack' selection, held Li + L2 + S1 + R2 + Pown and process Triangle.

Temorrow Never Dies

Chear Mode

At pause acreen press Select. Select, Circle, Circle to get cheat mode.

Then enter these codes to artivate the bidlowings

Pull Health

Primagle, Select



All Mespons & 50 Hedkits Li, bl. Ri. Ri Beat Current Mission Select, Circle Ethereal Node (become invincible and pass through objects) Triongle, Triangle Triangle. Triangle View all FMV Sequences tra La Li, ti, ti, Li, bi Dabug Hode LA. R2. L2 | Note: To disable, press ft2, f.2, R2 KUD Toggia Left, Right, Select Toggle Light Source Select Select Circle, Circle Toggle Spy Camera R2, R2 Level Select Li, Li, Circle, Li, Li

Minimum Bealth

Down, Down, Up

Presso all Objects

Select Salact E1, 81 Another Bond

When in the Carver Media Centre, after encapses from the cell return to where you set Paris. You should see another James Bond Standing in the place of where Paris was stand-Dog.

Warpath: Jurassic Park

Single and Survivor Modes

successfully complete around mode on any difficulty setting with any character to unlock single and survivor modes

Schibition Mode

Successfully complete arcade mode on any difficulty setting with eight regular and five bonus charactors to unlock exhibition sode.

Screen FWV Sequence

Successfully complete aroads mode on any difficulty entring with all fourteen characters to view a PMV sequence featuring dinomatrs

Test Drive 6

In emittle the corresponding chests type in following as mass;

Code NECES All challenges DETOP all corn DECK All tracks STORTS All quick tracks CVCVBH Short tracks COPPRES binable checkpoints PEORBLT 1 Cel. \$6 000 000 AKJOD Stop The Booker mode

WCW Mayhen

Cheat Codes

RETTER

mater these codes as a password at the PPV password screen; All backrooms - CDCKRHS Play as same wrestlers - DPLSNGRS Classic THT Nitro set - PLYNTECUSC Super created wrestlers - MKSPRCKS All wrentlers - PLYHOMEYS Duest For The Best gods - CHT4DBST Francisco Billy Fidman - NOGDYNEM Staming meter - Philippin



Throw a Weapon into the Ring Press L2 quickly followed by Square while weapon is in your hand, your wrestler is close to the ring, and

your opponent is in the ring. Tiush em

In the Sathroom backstage area. trish Whip an opponent into a urinal to trigger the sound of it

flushing. To perform the Irish Whip, press Square to grapple with an opponent. While grappling promi the D-pad + R1.

Would War III PPV

Enter ysheds=JohnFa am a PDV

Halloween Havor PPV

Enter 'to prione syl on a PPV passeword Marches Include Disco Infacto vs. Lash LeRous for the Cruiserveight title, Bret bilman' Have ve. 'Total Pockage' Les Louer. DOP ve Nature Boy Ric Plant and Sting vs. Hollywood Hogen for the

Play as Arn Anderson

World citle.

Complete Quest For the Road Stude with a Cruiserweigh wrestler on ward difficulty settido

Play as Bobby Eston

Complete Quest For the Boat mode with a Cruiserweight wreatier on pasy difficulty actting



Play as Lash LeRous

Complete Quest For the Best mode with a Crolserweight wrontler on medium difficulty setting.

Play as Rick Steiner Complete Quest For the Best made at hard difficulty secting.

Play of Scott Ball Complete Quest For the Bust made at hard difficulty setting. Wrestle as Egt. Buddy Les Perker

Complete Quest For The Best mode with any wrestler on the easy diffigulty setting.

Wreetle as Souny Onco

Complete Quest For The Best mode with any wrantler on the easy difficulty setting-

Wrestle as Bobby Blayse

Complete Quest For The Best movie with a non-cruiserweight on the easy difficulty satting. Brestie os Bem Bam Bigelow Complete Quest for The Beat mode with a non-cruiserweight on the medium difficulty matting,

Wreetle as Serry Windham Complete Quest For The Best mode with a non-cru serweight on the

medium difficulty sorting. Wrostle as Jimmy Bart Complete Quest For The Best mode with any wrestler on the hard dif-

ficulty setting.

Wrostle as Chris Jericho Wrestle in all thirteen backstage areas during Quest For The Bost node.

Please send any chest requests to assassingnag.co.za.

Send Off

H appy New Year to everyone' New Age Gaming is back in the new pullennium and we kick the year off with a foiled Quake 3 Cover and a lamper Quake 3 Arena Cover CD filled with all the goodies any Quaker could ever wish for. There are maps, models, and skins, editing utilities and of course the official demo - and this is only the beginning.

Throughout the year I will be putting on modifications, skins, maps and utilities so everyone can start practising their slalls for our GLSA events. Of course our action game for these events will be Quake 3 and we are currently researching better methods of logging statistics and different methods to implement a CL5A ranking system. We will be announcing particulars of our opcoming events soon so make sure to watch the CLSA website and our magazine closely if you think you've got what it takes to become number one in South Africa, We currently would appreciate some input from the public about LAN events being held, other multi-



player competitions, and just general get-togethers for multiplayer gaming happening around the country. If you have anything to report send an email to assessiniting co. sa including the type of network running, which

games are being played and how many people will be attending. Y2K has come and gone and funnily enough my PC is still running fine. I hope that everyone out there can say the same. If you ask me it was just one big bug full of air, assuming you have a more recent motherboard of course. Now that the New Year has arrived all the outstanding and probably some of

the most anticipated games that should have been released last year will be arming. The whole company is looking forward to the release of Diablo II and personaBy Flook forward to the release of Final Fantasy VIII for the PC. Windows 2000 will make its appearauce as well and is being launched on the 17th of February, At last an operating system that docum't equire any reboots when you install new drivers and will hopefully be more stable than Windows 98. If most of these ship on schedule it is going to be a Happy New Year indeed. Well time again for the Editor to do his predictions while I go chuckle in the corner. Are we ever going to get these release dates

correct? Not that it's our fault. I think all developers should have a New Years resolution - We will ship our games on achedule and stop messing up NAG's release predictions.

Just for once we'd like to see these predictions come true. We're all holding thumbs...



CHILL DAYS CONTRACTORS

Lara Croft has returned, for the last time ... or so we think. Tornh Raider. The Last Revelation is perfectly positioned to wrap up the series and show us a little more about who Lara Creft really is - she even gets to save the whole world. This last game has made many promises and next month we'll find out if any of them are true. Get ready for some serious tomb raiding





Would you like to explore an enormous virtual world, talk to people who doe'll really exist and fight a thousand hairy moresters with only a small short sword? If this ounds like the kind of tun you live for then make stare you read our as-depth review of Oltima Ascersion IX next month. They say this is the last game in the long standing sories, to we're expecting something special.



Moreal TOURNAMENT

Is this the next big first person shooter is it better than the rest? The debate still rages on over which is better, Quake 3 Arena or Unreal Tournament - the lines have been drawn and first blood has been spilt. Next month we put this high-speed run and gun shroter under the microscope, and decide which game comes out on top - we're guessing you already know the answer to that one.

a NAGEINE suspicion from the NAG offices, as told by SHRYKE





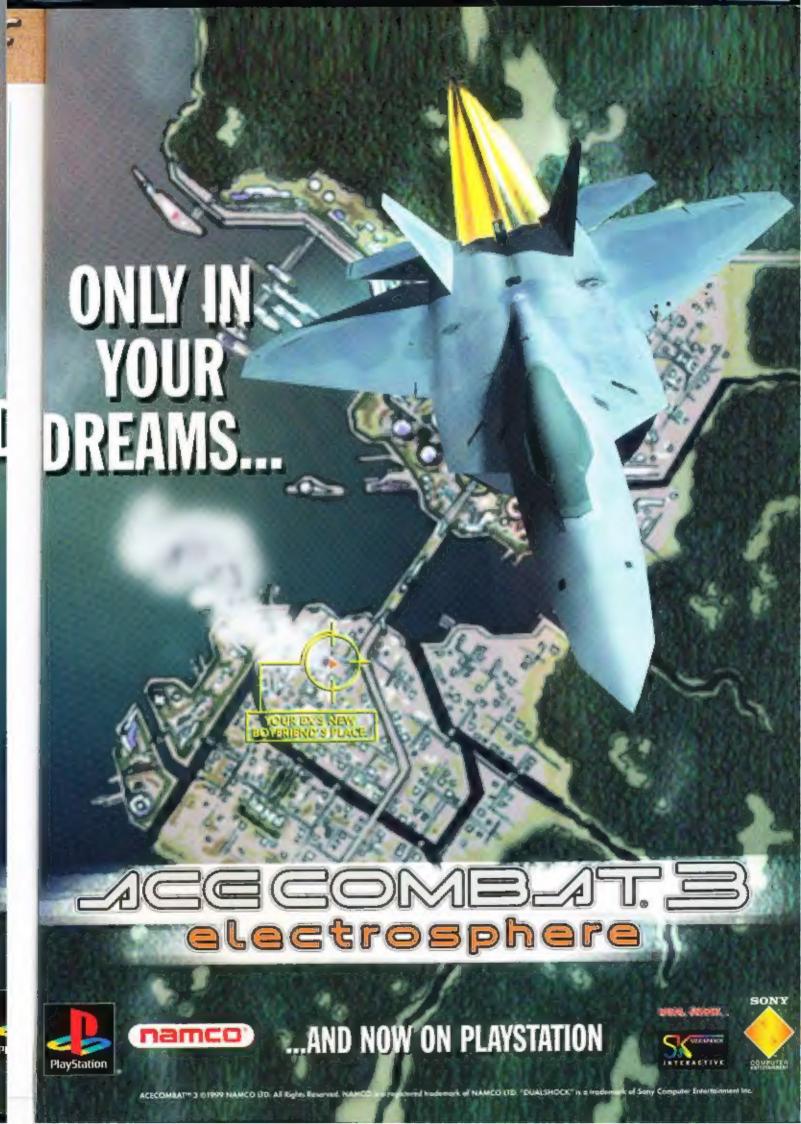
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